Basic Training

Getting Started

Video is restricted

Summary

To scroll around the battlefield, move the mouse reticule to the edges of the screen. You can also use the arrow keys on the number pad. Hold down the mouse wheel to rotate the view and angle. Scroll the mouse wheel to zoom your view in and out.

The control panel contains information on your currently selected unit or group. It also allows you to perform a variety of actions. You can select specific units, choose which weapons they use, and even open inventories so your soldiers can pick up or transfer items.

TIP

In order to get a full screen view of the battlefield, press Ctrl+Alt+Shift+D to hide the interface.

Basic Training

Direct Control

Video is restricted

Summary

Press the END button on the keyboard to toggle direct control on and off. With direct control you can move one soldier, gun crew, or vehicle. You can also aim and fire weapons.

Use direct control to gain an advantage and take shots your units would not make while under normal control.

To aim, use the arrow keys to move your unit and the mouse to move the targeting reticule.

TIP

Enemy units often run away when you throw a frag grenade at them. If you take direct control, you can “cook” a grenade by holding down the mouse button.

Then, when you release the mouse button, your soldier throws the grenade with the fuse already decreased so that it detonates before the enemy can get away.

Combat Tactics

Offensive Tactics

Video is restricted

Summary

When attacking the enemy, consider several things before you start shooting:

1. Look around the map. Locate enemy positions, especially guns and tanks.
2. View the terrain. Can you use it for cover or concealment? Can you flank the enemy strongpoints?
3. Create a plan that will give your troops advantages over the enemy at specific locations on the battlefield.

Enemies are often positioned in trenches or buildings, or behind other types of cover. Check to see how much of the battlefield is visible to the enemy, and how far their weapon ranges are.

Look for weak spots. Take one trench or defensive position, and then use that as a launching point for your other defenses.

Attacking a trench can be dangerous. However, by neutralizing nearby crewed weapons and vehicles, and then taking out the trench machine guns, you can successfully accomplish this task.

TIP

Save your game early and often. Men of War: Condemned Heroes is a tough game, even on the easy level. Be sure to save your game after completing difficult tasks such as capturing trenches or destroying tanks.

Combat Tactics

Defensive Tactics

Video is restricted

Summary

There are times when you must defend a position against an enemy attack, rather than attack an enemy position. In order to survive, make sure to utilize the terrain and any defensive structures on the map.

Also, take advantage of any enemy weapons you can crew or vehicles you can capture. There is nothing better than turning a German gun against the enemy.

Sometimes you have allies to help you defend. If so, let the allies take the initial brunt of the attacks while you keep your units safer behind their line, engaging the enemy with long-range fire.

Use combined arms when defending. Anti-tank guns and tanks are great for dealing with enemy vehicles, but make sure to position some infantry, machine guns, and mortars nearby to help protect them against enemy infantry.

TIP

When defending against tanks, try to position your anti-tank guns or tanks to the sides of your defensive line.

They have a better chance of hitting enemy tanks in the flank or rear this way, where their armor is thinner and easier to penetrate.

Combat Tactics

Anti-tank Tactics

Video is restricted

Summary

While commanding infantry, you may have to defeat enemy armored vehicles, and sometimes even enemy tanks.

Although the tank usually has the advantage, a single soldier with the right weaponry can stop an armored vehicle in its tracks.

Anti-tank rifles, carried by AT soldiers, are large caliber rifles which are capable of penetrating light armor. If you have any AT soldiers, use them to deal with scout vehicles and light tanks.

TIP

When you kill an enemy rocket launcher soldier, be sure to pick up both the Panzerschreck and any rocket ammo that he drops. You can then use it to attack enemy vehicles or blow holes in buildings.

Almost all soldiers carry an anti-tank grenade. One of these will take out any enemy vehicle.

Unfortunately, you have to get close to the vehicle to use the grenade, which often makes this a suicide attack unless performed carefully.

The Germans often have anti-tank guns as part of their defensive positions. Kill the crews to capture these guns and turn them against the enemy.

Take direct control to aim at different parts of enemy tanks. If you can't penetrate the frontal armor, aim for places which have less armor.

TIP

If you can't destroy a tank with your anti-tank weapon, aim for the tracks. These have lighter armor, and an immobilized tank is easier to destroy and less of a threat than a mobilized one.

Combat Tactics

Using Vehicles

Video is restricted

Summary

You begin all campaign missions without vehicles. Some of the bonus missions provide vehicles at the start, but if you want one when you are on campaign missions, then you must capture a German tank.

Most vehicles require more than one soldier to control it in battle. Scout vehicles require two soldiers—a driver and a gunner.

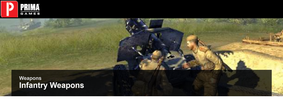
Tanks can need up to five soldiers—a driver, a gunner, a loader, a machine gunner, and a commander. Other soldiers can ride on the outside.

A fully crewed tank can fire faster and with more machine guns than a tank with an incomplete crew.

To get the most out of your tank, take direct control to quickly move out of harm's way and target the largest enemy threats.

TIP

Watch out for enemy infantry while controlling a tank or other vehicle. Attack them at long range so that they can't get in close enough to throw an anti-tank grenade at your vehicle.



Weapons

Infantry Weapons

Rifles

Rifles are one of the main infantry weapons used during World War II. While they have a slower rate of fire than some of the other available weapons, they also have a longer range and inflict more damage per round.

It usually only takes one or two hits of rifle fire to kill an enemy. Keep your riflemen back, especially when engaging enemies with submachine guns. Riflemen are better at supporting assaults than they are at making the assaults themselves.

Submachine Guns

Submachine guns have a high rate of fire, but are effective at a shorter range than rifles. As such, they are best used at close range against enemies.

SMG soldiers are great for assaulting enemy positions and clearing out trenches. Since they fire off ammunition at a fast rate, be sure to pick up ammo from dead enemies so you don't run out in the middle of a firefight.

Pistols

Officers and soldiers can carry pistols. These are weapons of last resort since they do not cause a lot of damage and are only effective at very close range.

A pistol, however, is still better than nothing.

Anti-Tank Rifles

Anti-tank rifles are large caliber rifles that are essentially small, portable anti-tank guns. By World War II, tank armor had improved to the point that it was impervious to anti-tank rifles.

Even though they can't destroy a tank, if you take direct control of an AT soldier you can aim for the tracks and immobilize a tank (which, at times, can be almost as effective as a kill).

Anti-tank rifles can also be used to kill machine gunners or crews of weapons, and they are still able to destroy scout vehicles, trucks and other unarmored vehicles, as well as some pillboxes.

Machine Guns

Some machine guns are portable and can be carried by a single soldier. These are great weapons for supporting an assault or defending against an enemy attack.

They have a range similar to a rifle, but a rate of fire closer to that of a submachine gun.

Group a machine gunner or two with each of your squads, or put them all together in a smaller squad with a lot of firepower.

TIP

Whether your squads begin with machine guns or not, it is always a good idea to capture them. Pick them up from dead machine gunners and be sure to get the ammo as well.

Also examine damaged or destroyed vehicles (including tanks). You can get a machine gun and a lot of ammo from most vehicles.

Sniper Rifles

Sniper rifles are used to engage enemy soldiers at long range. These rifles have a slow rate of fire, but they are very accurate. In addition, a soldier with a sniper rifle can use aimed fire.

While in direct control, place the reticule over a target. A red dot appears and slowly changes into red crosshairs.

When firing after waiting for the crosshairs, your shot will be very accurate and often will kill the target instantly.

Use sniper rifles to kill gun crews, machine gunners, or even enemies on vehicles. Due to the sniper rifle's slow rate of fire, avoid letting enemies in close.

Frag Grenades

Frag grenades detonate after a set amount of time, and they are most effective against infantry. Grenades thrown over obstacles can kill several soldiers near the point of detonation.

Enemy soldiers often try to get away from a grenade. To prevent this, take direct control of a soldier and hold down the fire button for a couple seconds before releasing it to throw the grenade.

If you time it right, the grenade will blow up just as it arrives at the target, or even while mid-air near the enemy soldiers.

Frag grenades are effective for clearing trenches or killing gun crews.

Anti-Tank Grenades

Anti-tank grenades are heavy grenades that pack a lot of explosive power. Due to their weight, they cannot be thrown as far as frag grenades. They also detonate on impact.

These grenades can destroy all types of vehicles, including heavy tanks. They can also be used to blow openings in walls or buildings.

In a bind, anti-tank grenades can be used against infantry or gun crews, but they often destroy the gun that you're trying to capture in the process.

Rocket Launchers

Some German soldiers carry rocket launchers. Russian soldiers can also capture these if they reach the enemy first.

Rocket launchers are great for destroying vehicles, although it may take several hits to take down some medium and heavy tanks with thick armor.

These weapons can also be used against buildings. If an enemy soldier is sniping at you while hiding in an upstairs room of a building, blow away the wall of the building.

Even if the blast does not kill him, at least there will no longer be a wall behind which he can hide. When picking up a dropped rocket launcher, be sure to get rockets from the dead soldier who had it.

Some rocket launchers, such as the Panzerfaust, are only good for a single shot. Once they are fired, they can't be reloaded and should be disposed of.

Flamethrowers

These weapons can be very effective, especially against enemies in cover. In order to conserve fuel, take direct control of any soldiers wielding these weapons.

Flamethrowers are great for clearing out trenches—you just have to get close enough to use them. They are also awesome for dealing with enemies in buildings.

Use the flamethrower on the side of a building until it starts catching fire, and then move back and let the fire spread throughout the building, killing everyone inside.

Mines

Soldiers can lay both anti-tank and anti-personnel mines. The former will immobilize even the heaviest tank, while the latter kills any enemies who trigger them.

Mines can be placed individually, but they are more effective when laid out in a line across an area through which enemies must advance.

Be sure to place your mines before the enemy arrives. It takes some time to do this, and your soldiers will be vulnerable while planting mines since they won't be able to return fire.

Other Equipment

Med kits are a soldier's best friend. As soon as a soldier takes some damage, get them behind cover and use a med kit. This is extremely important if you have a limited number of soldiers.

Helmets and body armor can also help keep your soldiers alive. If your soldiers lose their helmets during combat, or if they do not begin with helmets, pick them up off the ground or off of dead soldiers.

Sometimes your soldiers have access to smoke grenades. These are great for creating temporary concealment.

Throw them in front of enemy units so that they cannot see your movements or fire at you. Smoke grenades are very useful when you need to cross open terrain to get behind cover.

TIP

After every engagement, be sure to search dead enemies and allies. You can never have too many med kits or grenades.

Your soldiers will run out of ammo during long missions, but if you are constantly picking up more ammo as you go, you will have plenty. Some enemies will also have useful weapons or equipment that can give your squads additional firepower.

Weapons
Crew Weapons

Machine Guns

Machine guns are the bane of assaulting an enemy trench. Crewed machine guns have a longer range than other infantry firearms and can devastate a number of soldiers in a short amount of time.

While one soldier can fire a machine gun, it take two to move one, and the gun must be limbered or folded up in order to be carried. Try positioning machine guns behind cover to make them less vulnerable to enemy fire.

TIP

When your machine gun ammo runs out, search an abandoned or destroyed vehicle such as a tank for more ammo to keep your machine gun in action.

Mortars

Mortars are an indirect fire weapon, and they are quite effective against infantry. Because they fire in an arc, you can use these to lob explosive shells down into trenches.

Use them to clear trenches or take out machine guns before your troops start their assault. Mortars are even more deadly against troops out in the open since their explosive shells can kill several targets within the blast area.

They can be fired by a single soldier, but have a higher rate of fire and become mobile when two soldiers are crewing the weapon.

Anti-Tank Guns

Anti-tank guns can be crewed by one or two soldiers, but only moved by two. They are more effective with a full crew. These weapons are designed to attack enemies and enemy vehicles with armor piercing rounds.

Anti-tank guns come in a variety of sizes. The larger the caliber of the gun, the more penetrating power the rounds have. Anti-tank guns can also fire high-explosive rounds, which makes them effective against infantry, light vehicles, and crewed weapons.

Artillery

Artillery is the most powerful infantry weapon available to you. Not only do these guns have a very long range, they also fire high-explosive rounds that are deadly to infantry and can even damage or destroy medium and heavy tanks.

Two soldiers will fill the crew of an artillery gun, but a single soldier can fire in a pinch.

Anti-Aircraft Guns

Designed to shoot down enemy aircraft, these weapons are also effective against infantry and light vehicles. Some of the larger anti-aircraft guns can be used as anti-tank guns due to their high muzzle velocity and large caliber shells.

As with the other guns, one soldier can fire this weapon, but a crew of two is more efficient and provides mobility.

TIP

If one of your gun crews is killed, or if you kill the crew of an enemy gun, you can assign any of your soldiers to take over the crewing responsibilities and continue using the gun.

Vehicles

Vehicles and Guns

Table of Stats

Name	Country	Type	Crew Size	Main Gun	MGs	Speed	10m	30m	70m	150m	Relo Time
BA-11	Russia	Armored Car	4	45mm 20K	Coaxial, Hull	41	51	44	32	15	3
BA-64	Russia	Armored Car	2	7.62mm DT	None	41	-	-	-	-	-
BMW R12	Germany	Motorcycle	2	none	MG-34	45	-	-	-	-	-
BT-7a	Russia	Light Tank	3 (7)	76mm KT-26	Coax, Rear	40	-	-	-	-	5.5
D1 Field Howitzer	Russia	Artillery	2	152mm D1	None	-	-	-	-	-	20
Elefant	Germany	Tank Destroyer	4 (7)	88mm KwK 43	Hull	16	233	223	181	76	8
Flak 38	Germany	AA Gun	2	20mm Flak38	None	-	30	28	18	10	4
GAZ-67B	Russia	Car	2	none	DS-39 MG	45	-	-	-	-	-
Hetzer	Germany	SPG	4	75mm Pak 39	Hull	26	123	117	92	48	6.5
Hummel	Germany	SPG	4	150mm sFH 18	None	24	-	-	-	-	20
IS-1	Russia	Heavy Tank	4 (13)	85mm ZIS-53	Coax, Hull, Rear	24	132	127	95	46	6.5
IS-2	Russia	Heavy Tank	5 (9)	122mm D25	AA, Coax, Hull, Rear	24	167	159	137	61	15
IS-3	Russia	Heavy Tank	5	122mm D25	AA, Coax, Hull, Rear	24	167	159	137	61	15
ISU-152	Russia	SPG	5 (9)	152mm ML20	DSHK on roof	20	150	146	131	36	20
Jagdpanther	Germany	Tank Destroyer	4 (8)	88mm KwK 43	Hull	32	233	223	181	76	8
Jagdtiger	Germany	Tank Destroyer	5 (9)	128mm Pak 44	Hull, Rear	16	216	210	186	85	15
Katyusha	Russia	Rocket Launcher	1	M-13 rocket	None	26	-	-	-	-	180
Kubel VW82	Germany	Car	2	none	MG-34	41	-	-	-	-	-
KV-1	Russia	Heavy Tank	4 (13)	76mm F32	Coax, Hull, Rear	21	72	68	48	21	6
KV-2	Russia	Heavy Tank	4 (13)	152mm ML20	Coax, Hull, Rear	20	110	108	97	32	20
KV-85	Russia	Heavy Tank	4 (13)	85mm ZIS-53	Coax, Hull, Rear	19	132	127	95	46	6.5
M-37	Russia	Anti-tank gun	2	45mm 20K	None	-	51	44	32	15	3
M-72	Russia	Motorcycle	2	none	DS-39 MG	45	-	-	-	-	-
MG PKP	Russia	Heavy MG	2	14.5mm MG	None	-	35	30	16	12	3.5
Nashorn	Germany	Tank Destroyer	4	88mm Pak 43	None	27	233	223	181	76	8
Opel Blitz 3.6	Germany	Car	1	none	None	36	-	-	-	-	-
Opel Blitz 3.6 Supply Truck	Germany	Car	1	none	None	36	-	-	-	-	-
Pak 35/36	Germany	Anti-tank gun	2	37mm Pak 35	None	-	40	36	24	17	3
Pak 40	Germany	Anti-tank gun	2	75mm Pak 40	None	-	127	121	95	50	5
Panzerwerfer	Germany	Rocket Launcher	2	150mm rockets	None	27	-	-	-	-	150
Pz III Sapper	Germany	Special	1 (5)	none	MG-34	18	-	-	-	-	-
PzKpfw I Ausf. B	Germany	Light Tank	2 (5)	Twin MG-34	None	30	-	-	-	-	-
PzKpfw II Luchs	Germany	Light Tank	3 (6)	20mmKwK 30 L/55	Coax	38	30	28	18	10	2
PzKpfw III Ausf. J	Germany	Medium Tank	5 (9)	50mm KwK 39	AA, Coax, Hull	27	99	88	49	19	4
PzKpfw IV Ausf. E	Germany	Medium Tank	5 (9)	75mm Kwk 37	AA, Coax, Hull	27	52	48	38	22	6
PzKpfw IV Ausf. G	Germany	Medium Tank	5 (9)	75mm Kwk 40 L/43	AA, Coax, Hull	27	112	108	88	47	6
PzKpfw IV Ausf. H	Germany	Medium Tank	5 (9)	75mm Kwk 40 L/48	AA, Coax, Hull, Rear	24	123	117	92	48	6
PzKpfw V Panther	Germany	Medium Tank	5 (9)	75mm Kwk 42	AA, Coax, Hull, Rear	34	159	151	121	51	6
PzKpfw VI Kingtiger	Germany	Heavy Tank	5 (9)	88mm Kwk 43	AA, Coax, Hull	21	233	223	181	76	8
PzKpfw VI Tiger	Germany	Heavy Tank	5 (11)	88mm Kwk 36	AA, Coax, Hull	22	145	137	112	48	6
Raketen-Werfer 56	Germany	Rocket Launcher	2	150mm rockets	None	-	-	-	-	-	100
SdKfz 222	Germany	Armored Car	2	20mm KwK 30 L/55	MG-34	41	30	28	18	10	2
SdKfz 223	Germany	Armored Car	2	none	MG-34	41	-	-	-	-	-
SdKfz 234 Puma	Germany	Armored Car	3	50mm KwK 39	MG-34	38	99	88	49	19	4
SdKfz 251/1	Germany	APC	2 (10)	none	MG-34	31	-	-	-	-	-
SdKfz 7/1	Germany	AA vehicle	5	20mm Flak38	None	29	30	28	18	10	4
sFH 18 Howizter	Germany	Artillery	2	150mm sFH 18	None	-	-	-	-	-	20
sIG 33	Germany	SPG	3	150mm siG33	None	21	12	11	9	4	20
StuG IV Ausf. G	Germany	SPG	4	75mm Stuk 40	Hull	27	122	116	92	48	6
SU-100	Russia	Tank Destroyer	4 (8)	100mm D10S	None	31	185	176	141	58	10
SU-122	Russia	SPG	5 (9)	122mm L22	None	33	-	-	-	-	16
SU-76	Russia	SPG	4	76mm ZIS-3	None	36	80	74	50	24	4.5
SU-85	Russia	Tank Destroyer	4	85mm ZIS-53	None	33	132	127	95	46	6.5
T-26	Russia	Light Tank	3 (5)	45mm 20K	Coax, Rear	31	51	44	32	16	3
T-34 Sapper	Russia	Special	1 (5)	7.62mm DT		18	-	-	-	-	-
T-34/57	Russia	Medium Tank	4 (8)	57mm ZIS-4	Coax, Hull	35	114	108	83	42	5
T-34/76	Russia	Medium Tank	4 (8)	76mm L11	Coax, Hull	35	66	61	43	21	6
T-34/76 (43)	Russia	Medium Tank	5 (9)	76mm F34	AA, Coax, Hull	35	82	77	56	26	6
T-34/85	Russia	Medium Tank	5 (9)	85mm ZIS-53	AA, Coax, Hull	33	132	127	95	46	6.5
T-70	Russia	Light Tank	2 (4)	45mm 20K	Coax	36	51	44	32	15	3
Wirbelwind	Germany	AA tank	4	20mm Flak38	MG-34	24	30	28	18	10	10
ZiS-2	Russia	Anti-tank gun	2	57mm ZIS-2	None	-	114	108	83	42	4.5
ZiS-3	Russia	Anti-tank gun	2	76mm ZIS-3	None	-	80	74	50	24	4.5
ZiS-30	Russia	Light SPG	4	57mm ZIS-2	Hull	25	114	108	83	42	4.5
ZiS-5 Supply Truck	Russia	Car	1	none	None	31	-	-	-	-	-
ZiS-5 Truck	Russia	Car	1	none	None	31	-	-	-	-	-
ZSU-37	Russia	AA tank	4	37mm 61K	None	36	55	50	32	22	1.5

Vehicles

Scout Vehicles

Both sides developed vehicles designed for specific purposes. Many were used by engineers to support the infantry and armor of their respective armies.

Russian

T-34 Sapper

Crew Size	Main Gun	MGs	Speed	10m	30m	70m	150m	Reload Time	Hull Frontal	Hull Side	Hull Rear	Hull Top	Turre Fron
1 (5)	none	7.62mm DT	18	-	-	-	-	-	47	47	47	20	-

The hull of a damaged T-34 could be reused as a minesweeping vehicle that could clear a corridor by detonating any mines it found in its path. It only had a front machine gun for protection, and therefore had to rely on support in order to carry out its task.

German

Pz III Sapper

Crew Size	Main Gun	MGs	Speed	10m	30m	70m	150m	Reload Time	Hull Frontal	Hull Side	Hull Rear	Hull Top	Turret Fronta
1 (5)	none	MG-34	18	-	-	-	-	-	40	30	50	25	-

The chassis of the Panzer III was adapted in order to produce auxiliary vehicles, which included this minesweeper. Its front wheels dug up and detonated mines found in its path without damaging the vehicle itself. It had a front machine gun for defense, but it had to be supported by troops who looked after its safety while it cleared the road of mines for the remaining attack vehicles.

Vehicles

Light Tanks

At the start of World War II, light tanks made up the majority of tanks. However, as more medium and heavy tanks took to the battlefield, light tanks were often relegated to scout roles. Light tanks lack heavy guns and are lightly armored. Their advantage is their speed. Keep them moving so that they are more difficult targets to hit, and use the speed to maneuver around or behind enemy tanks to hit the thinner flank or rear armor.

Russian

BT-7a

Crew Size	Main Gun	MGs	Speed	10m	30m	70m	150m	Reload Time	Hull Frontal	Hull Side	Hull Rear	Hull Top	Turre Fron

3 (7)	76mm KT-26	Coax, Rear	40	-	-	-	-	5.5	13	13	13	13	15

As the BT-7 was being developed, it was also being used as a basis for the creation of an artillery support tank designated BT-7A. It differed from the basic modification by including a new turret with the short-barrel 76mm KT-28 gun (the same gun as was installed on the early versions of the T-28). The hull was also slightly modified to accommodate the new turret. A total of 155 BT-7A tanks were produced from 1937 through 1938, and 134 of them were supplied to the army.

The BT-7A had the same strengths and weaknesses as those of the basic tank. The KT-28 gun was quite efficient against enemy infantry, but the armor was definitely insufficient for a support tank. This was probably why only a small number of BT-7As were manufactured.

Its capacity to fire above low obstacles and hills made it very useful for attacking fixed anti-tank guns, as well as providing support by bombing enemy infantry. The BT-7a always had to be kept at maximum range, as its limited armor made it vulnerable to fire from light guns and anti-tank rifles.

T-26

Crew Size	Main Gun	MGs	Speed	10m	30m	70m	150m	Reload Time	Hull Frontal	Hull Side	Hull Rear	Hull Top	Turr Fron
3 (5)	45mm 20K	Coax, Rear	31	51	44	32	16	3	15	15	15	15	15

The T-26 had a simple design, was resistant to mechanical breakdown, and was easy to maintain. Its main armament could provide infantry support, taking out machine gun emplacements and light vehicles. The machine gun, mounted on the rear of the turret, was designed to defend against infantry assault in close-quarter combat.

Its limited armor offered protection only against light weapons. Even a heavy machine gun could get through the 15mm thick armor plates, and it was very vulnerable to 20mm automatic guns and anti-tank rifles.

Like a number of other countries, the USSR became interested in the Vickers Mk.E tank developed by the British company Vickers-Armstrongs Ltd. in 1928. In the spring of 1930, the Soviet delegation signed a contract for the supply of 15 Vickers Mk.E Type A tanks, the documents for its mass production being purchased, too. Initially designated V-26, the tank was supplied to the Red Army in spring 1931 under the designation T-26 (the 1931 version). A total of 1,626 tanks of this type were manufactured in 1931-33. Some of the tanks were equipped with the 37mm Hotchkiss gun installed in the right turret.

Along with expanding mass production of the T-26, the design bureau (headed by S.A. Ginsburg) started the development of a single-turret version. Unlike Poland, which purchased the sets for upgrading their tanks to the Vickers Mk.E Type B standard, the Soviet designers developed the turret on their own. A 45mm 20-K gun (the 1932 version) and a 7.62mm DT coaxial machine gun (the 1933 version) were installed in the two-man cylindrical turret that featured a rear niche. The turret plate was redesigned to accommodate the new turret. The first vehicles manufactured in the summer of 1933 had turrets with small-sized rear niches. The tank was continuously improved during the production run: after 1936 the hulls became welded, and a ball mount with the DT machine gun was installed in the rear niche. Some vehicles produced in 1937 had an anti-aircraft ring mount with a DT machine gun. Some tanks were equipped with radio stations and could be identified by a stub antenna on the turret. The 1938 version entered mass production with a conic turret. The final 1939 version had a re-shaped hull. A total of 10,117 tanks of the T-26 family were produced from 1931 to 1940.

The T-26 had become obsolete by June 1941. The low-speed and poorly armored tank was quite an easy target for German anti-tank cannons. Yet, in a fight against enemy tanks (especially light ones) the T-26 had fair chances to succeed since its 45mm rounds could penetrate most German tanks armor.

T-70

Crew Size	Main Gun	MGs	Speed	10m	30m	70m	150m	Reload Time	Hull Frontal	Hull Side	Hull Rear	Hull Top	Turret Fronta
2 (4)	45mm 20K	Coax	36	51	44	32	15	3	35	15	25	15	60

The arrival of German tanks such as the Panzer III and Panzer IV forced the allied troops to reevaluate the light tank concept that they had used until then.

Although the T-60 and T-70 appeared to be very similar, the latter was far superior. The front hull armor could withstand impacts from anti-tank rifles and small caliber weapons, and the turret was reinforced even more to protect its sole occupant and the main 45mm armament. It could give support to infantry and survive fire that would destroy other light vehicles, and with its low profile and excellent speed it could surround the battle line and successfully attack enemy rearguard vehicles.

Almost immediately after the T-60 light tank entered mass production, the design bureau of the Gorky Automobile Factory (headed by N.A. Astrov) started to work at its successor. Using the T-60 as a base model, the designers developed a better protected tank with a far more powerful armament consisting of the 45mm gun (the 1938 version) and, later, the DT coaxial machine gun. It was also equipped with a new power unit of twin 6-cylinder engines. In January 1942, the tank entered service under the designation T-70. Mass production of the T-70 began in March. The first vehicles had cast turrets, which were quickly replaced by welded turrets. In September of 1942, the mass production of an improved version of the T-70 began, which was better known by the designation T-70M. Compared to its predecessor, the T-70M's running gear was reinforced (a wider track was introduced) and a re-designed driver's hatch was installed. A total of 8,226 tanks of both modifications were produced, making the T-70 the second Soviet tank in terms of production volume. Several self-propelled units were designed based on the T-70, the most famous of them being the SU-76 (SU-12 and SU-15).

The T-70 was primarily intended to support infantry. Unlike the T-60, however, this tank was a more dangerous opponent. By the time the T-70 appeared, German tanks had front armor that could not be penetrated by armor-piercing rounds from its 45mm gun. At the same time, German tanks were vulnerable to rounds shot at their sides, and there were cases when T-70 tanks managed to hit Pz.Kpfw.V Panthers in such a manner. Naturally, like any design made within a short period of time, the T-70 was not ideal, but it was quite good at coping with its direct tasks.

German

PzKpfw I Ausf. B

Crew Size	Main Gun	MGs	Speed	10m	30m	70m	150m	Reload Time	Hull Frontal	Hull Side	Hull Rear	Hull Top	Turret Fronta
2 (5)	Twin MG-34	None	30	-	-	-	-	-	13	10	10	6	15

The Treaty of Versailles prohibited Germany to have tanks in its army. Yet, the German industry produced various types of tracked vehicles in the 1920s different solutions were tried and later used in tank engineering. Also, in contravention of the Treaty of Versailles, several tank prototypes were manufactured and named tractors for secrecy reasons.

In 1931 the Army Ordnance Department of the Reichswehr (the army of the Weimar Republic) issued an order for the development of a light combat vehicle encoded La.S (Landwirtschaftlicher Schlepper, i.e. an agricultural tractor). Heinz Guderian, a famous tank theorist who later became a prominent military leader, played a considerable role in the development of the tank concept. At that time, Guderian was chief of staff in General Lutz's Motor Transport Inspection. It was his idea to create the La.S. The order for developing a tank was placed with four firms, and Krupp's development was finally chosen.

The first prototype was ready by the summer of 1932. After a number of upgrades (the turret was replaced and the hull was re-designed), mass production of the tank began under the designation 1 La.S Krupp. The first 15 tanks were manufactured by April 1934 for the crews of the future Wehrmacht's steel fist, i.e. the Panzerwaffe. After Germany had rejected the Treaty of Versailles in 1935, the tank was re-designated Panzerkampfwagen I Ausfuehrung A (abbreviated as Pz.Kpfw.I Ausf.A). The tank also received the Wehrmacht's official designation of Sonderkraftfahrzeug 101 (abbreviated as Sd.Kfz.101).

In August of 1935, the production of a new version of the tank, the Pz.Kpfw.I Ausf.B, began. It had a larger hull and different running gear, with an additional road wheel added on both sides. The MG-13 machine guns were replaced by newer MG-34 guns, and the tank was equipped with a 100 hp engine. The upgrade resulted in the Pz.Kpfw.I Ausf.B being almost half a ton heavier than its predecessor. A total of 675 Pz.Kpfw.I Ausf.B tanks were produced from August 1935 through June 1937.

The misleading name of "agricultural tractor" given by the Reichswehr's Command was actually very near the truth. In essence, the Pz.Kpfw.I was a small tank, differing from a tankette only by having a turret. Its major purpose was to be used for trainingcrews, and it was not quite fit for combat usage. The latter fact became evident when Germany used both versions of the Pz.Kpfw.I in Spain. The German tank used by the Condor Legion proved helpless against the BT-5 and the T-26. Use of the Pz.Kpfw.I tanks in the initial period of WWII was mostly due to the lack of proper combat vehicles in the Wehrmacht. The Pz.Kpfw.I was used as a basis several types of combat vehicles including the Kleiner Panzerbefehlswagen I commander tank, the Panzerjager I tank destroyer, and the Sturmpanzer I Bison self-propelled gun.

PzKpfw II Luchs. B

Crew Size	Main Gun	MGs	Speed	10m	30m	70m	150m	Reload Time	Hull Frontal	Hull Side	Hull Rear	Hull Top	
3 (6)	20mmKwK 30 L/55	Coax	38	30	28	18	10	2	30	15	15	8	30

The German Army manufactured 100 units of this light tank between 1943 and 1944. Baptized with the name Panzerspähwagen II, it was nicknamed Luchs ("lynx") by German troops. It was fitted with a 20mm gun identical to the gun mounted on the SdKfz 222, although it was slower than the latter because of its heavier armor. It could be used in scout work, or to harass the enemy during the initial phases of the battle.

In late 1934 the Army Ordnance Department ordered the development of a light tank weighing 10 tons with a 20mm gun. Since the Treaty of Versailles prohibited Germany from developing and producing tanks, the project was designated La.S 100 (Landwirtschaftlicher Schlepper 100, or agricultural tractor 100). Four firms took part in the contest for the development of the La.S 100, and the joint design by MAN and Daimler-Benz was chosen.

The first ten tanks of this type were produced in late 1935. By that time they were designated Panzerkampfwagen II Ausfuehrung A (abbreviated as Pz.Kpfw.II Ausf.A) and the Wehrmacht's official designation Sd.Kfz.121. Three series of the Pz.Kpfw.II Ausf.A were produced, as well as a Pz.Kpfw.II Ausf.B version, which was slightly different. The Pz.Kpfw.II Ausf.C, which was primarily different in its running gear, became a proper mass-produced vehicle. A total of 1,113 Pz.Kpfw.II Ausf.C tanks were produced, making it the highest-produced modification.

The Pz.Kpfw. II was primarily intended for trainingcrews. Nevertheless, it was used by troops until 1943, and unlike the smaller Pz.Kpfw.I, the Pz.Kpfw.II could hold its own in battle. When the Pz.Kpfw.II Ausf.C appeared, it was inferior in armament to tanks like the 7TP and the T-26 (as of 1933), but it could still fight against them. The German tank was several times more maneuverable, which was a decisive factor in a number of cases.

Medium Tanks

Medium tanks were the workhorses of the war. Many could be used to engage other tanks, as well as fight against infantry. Their armor gave them protection against light tanks, scout vehicles, and lower caliber anti-tank guns. As the war progressed, medium tanks became more thickly armored and began wielding larger caliber guns.

Vehicles

Medium Tanks

Medium tanks were the workhorses of the war. Many could be used to engage other tanks, as well as fight against infantry. Their armor gave them protection against light tanks, scout vehicles, and lower caliber anti-tank guns. As the war progressed, medium tanks became more thickly armored and began wielding larger caliber guns.

Russian

T-34/57

Crew Size	Main Gun	MGs	Speed	10m	30m	70m	150m	Reload Time	Hull Frontal	Hull Side	Hull Rear	Hull Top	Turre Front
4 (8)	57mm ZIS-4	Coax, Hull	35	114	108	83	42	5	45	45	45	22	52

Between 1941 and 1943, some T-34 units were equipped with the high velocity 57mm ZIS-4 gun for use as a tank destroyer. Although it had more penetration capacity than previous models, the caliber of its projectiles allowed it to use the explosive charge needed to efficiently attack unarmored targets.

The T34/57 was effective at fighting against the German Panther and Tiger I tanks by attacking their less well-armored flanks. The lower cost of Soviet tanks allowed them to achieve numerical superiority over their enemies. They could also successfully confront Panzer III and IVs, but it was more profitable to keep the T-34/57s for attacking the better armed enemy tanks.

T-34/76

T-34 76_ISO.psd

Crew Size	Main Gun	MGs	Speed	10m	30m	70m	150m	Reload Time	Hull Frontal	Hull Side	Hull Rear	Hull Top	Turre Front
4 (8)	76mm L11	Coax, Hull	35	66	61	43	21	6	45	45	45	22	52

In October 1937, Factory No. 183 (called the Kharkov Tractor Factory or KhTZ before 1936) was engaged to develop a wheel-track tank with which to replace the vehicles of the BT-7 series. Further upgrade of the BT-7 hull was senseless; therefore, the tank with the factory designation BT-20 was designed from scratch, borrowing only the general layout and suspension type from its predecessor. The tank prototype designated A-20 was produced in May of 1939. Parallel to it, two prototypes of the A-32 tanks were built as a matter of initiative (on behalf of Mikhail Ilyich Koshkin, the chief designer of Factory No. 183), which represented a pure track version of the A-20. The two tanks also differed in their armament: the A-20 had the 45mm gun, whereas the A-32 had the 76mm L-10 gun. The high dynamic characteristics of the A-32 proved that Koshkin was right, and the acceptance committee approved the development of the new version of the tank with the 10mm armor increase.

The first two prototypes of the upgraded version of the A-32, designated the A-34, were produced in January andFebruary of 1940. These two vehicles became famous due to a rally from Kharkov to Moscow in March the same year. Koshkin, who was taking part in the rally, caught a bad cold and died in September of 1940. By then, his brainchild had entered service under the designation T-34. Like the A-34, the new vehicle was armed with the 76mm L-11 gun, and this was the first time such a class of a gun had beeninstalled on a medium tank. The T-34 tanks were to be produced at two factories (Factory No. 183 and the Stalingrad Tractor Factory, or STZ) but the production process took long time to implement at STZ, so the tanks were mostly produced in Kharkov (117 vehicles in 1940). There were about four hundred T-34 tanks with the L-11 gun produced by March of 1941, which are generally known under the designation “T-34, 1940 Version.”

In March of 1941, the production of the T-34 began with the 76mm F-34 gun. This was the basic modification of the T-34 by the time Germany attacked the USSR. A total of 1,225 tanks had been produced by July 1, 1941, STZ having manufactured 294 tanks and Factory No. 183 accounting for the other 931. The production of the T-34 tanks continued at Factory No. 183 through October, producing a total of 755 tanks.

When the T-34 appeared, it was the best tank in its class. The hull of the T-34 provided good protection against shells because of its sloped armor plates, while its powerful gun was able to hit enemy tanks at any distance. It did, however, have a lot of weaknesses. The turret, which had seen little changes from the time of the A-20, was narrow and could only house two crewmembers. Thus, in addition to his direct duties, the commander also had to work as a loader. The turret had visibility problems, and the front armor plate was weakened by the driver’s hatch installed in it (this weakness was only removed on the T-44). On top of that, the service life of the tank engine was only 150 hours. Despite all its weaknesses, the T-34 had one major strength: it was capable of fighting enemy tanks while remaining out of reach of enemy shells.

T-34/76 (43)

T-34 76 (43)_ISO.psd

Crew Size	Main Gun	MGs	Speed	10m	30m	70m	150m	Reload Time	Hull Frontal	Hull Side	Hull Rear	Hull Top	Tu Fr
5 (9)	76mm F34	AA, Coax, Hull	35	82	77	56	26	6	47	47	47	22	70

Starting from summer and fall 1942, several factories began to produce the T-34 tanks with an “improved turret” developed by designer Nabutovsky. Its production technology was more efficient, although the turret itself remained as narrow as the previous one. It was nicknamed a “screw-nut” for its shape. Tanks with such turrets were known under the designation “T-34, 1942 Version” even though they were manufactured in the same configuration during 1943, as well.

In the spring of 1943, the T-34 produced by Factory No. 183 received a commander's cupola. It's noteworthy that the commander's cupola was to appear on the A-43 (T-34M) tanks as early as the summer of 1941, but the work was halted due to the beginning of the war. The tanks manufactured by Factory No. 183 also received additional fuel tanks, and some changes concerning the hull were introduced. In this altered configuration, the tank is known as "T-34, 1943 Version," although this designation is not quite correct. With some minor changes Factory No. 183 was producing this version through the spring of 1944. Also, it would be more correct to say "T-34 produced in 1943" for it is a thankless task to try and count all of the T-34 variants. The exact number of T-34 tanks with commander's cupolas produced by Factory No. 183 is unknown; one can only say that the factory manufactured 7,766 and 1,838 tanks in 1943 and 1944, respectively. The total number of T-34 tanks produced by all the factories in 1943 was 15,833.

The "T-34, 1943 Version" appeared at the time when the German troops started receiving the Pz.Kpfw.IV Ausf.H, Pz.Kpfw.V Panther Ausf.D, and Pz.Kpfw.IV Ausf.H1 Tiger tanks. These tanks enjoyed better armor protection and more powerful guns than the T-34. The 76mm shells fired from the F-34 guns were efficient against the new enemy tanks only at a distance of less than half a kilometer, while a point-blank shot was needed to destroy the Pz.Kpfw.VI Ausf.H1. In short, the vehicle (especially its armament) needed a serious upgrade.

T-34/85

T-34 85_ISO.psd

Crew Size	Main Gun	MGs	Speed	10m	30m	70m	150m	Reload Time	Hull Frontal	Hull Side	Hull Rear	Hull Top	Tu Fr
5 (9)	85mm ZIS-53	AA, Coax, Hull	33	132	127	95	46	6.5	47	45	45	22	90

The first attempts to create a more powerful gun for the T-34 were made as early as 1942, but the real work began in early 1943. The results of the shooting tests carried out with the Pz.Kpfw.VI Ausf.H1 Tiger captured in early 1943 showed that the 85mm 52-K anti-aircraft gun (1939 version) was the most efficient. Almost at the same time, the development of the 85mm D-5T tank gun began. The D-5T gun was primarily intended for the KV-85. Tests showed that the standard turret of the T-34 was not suitable to accommodate the D-5T. It is noteworthy that Factory No. 112 was simultaneously developing a new turret with a support ring of 1,600mm in diameter. This turret resembled the one installed on the prototype of the T-43 in many ways. The tank with the D-5T gun and new turret is frequently called the "T-34/85, 1943 Version." The tank produced by Factory No. 112 differed from the more numerous T-34/85 versions by having a two-man turret. A total of 250-300 tanks of this type were produced.

On January 1, 1944, the 85mm S-53 gun entered service. This had an easier design that that of the D-5T. The gun was installed in the turret produced by Factory No. 183, which finally became a three-man turret. This tank entered service under the designation T-34/85 and its full-scale production began in March of 1944. It should be mentioned that Factory No. 112 started to manufacture the T-34/85 with new turrets and the D-5T guns in February of that year. The tanks armed with the 85mm S-53 gun had characteristic bulges along the gun mantlet sides. Since late October 1944, the T-34/83 tanks started to be equipped with an upgraded version of the gun known under the designation ZIS-S-53. The gun mantlets of the tanks with ZIS-S-53 lost the bulges characteristic of the S-53. A total of 23,000 T-34/85 tanks were produced in 1944-45.

Thanks to its new gun, the T-34/85 could vie with the latest Pz.Kpfw.IV tanks, which were the Wehrmacht's primary tanks since 1943. The turret became slightly more spacious, which somewhat improved work conditions for the crews. At the same time, the armor protection remained at the same level, along with of its weaknesses. For example, the hull front armor plate was weakened because of the driver's hatch and the installation of a bow machine gun. Also, continuous enemy tank armor upgrades made it obvious that the power of the 85mm ZIS-S-53 gun would not suffice for long. However, these weaknesses did not prevent the T-34/85 from becoming the most numerous medium tank during the final period of WWII, and also from remaining in service for many decades (there are some places where these tanks are still in service).

German

PzKpfw III Ausf. J

Crew Size	Main Gun	MGs	Speed	10m	30m	70m	150m	Reload Time	Hull Frontal	Hull Side	Hull Rear	Hull Top	
5 (9)	50mm KwK 39	AA, Coax, Hull	27	99	88	49	19	4	50	30	50	22	5

The arrival of the Soviet T-34 at the eastern front compelled the German Army to accelerate development of the Panzer III. Between 1941 and 1942, 1,500 units of the Ausf.J were manufactured, which included the 50mm KwK 39 gun. This gun was longer, more accurate, and had greater penetration capacity than its predecessor.

Furthermore, in the Ausf. J the front and rear hull armor were replaced with 50mm steel plates. In addition, armor plates were installed, spaced on the turret and hull to protect from Russian anti-tank rifles, and a new and powerful 320 HP engine was added (90 HP more than its predecessors).

In 1943 the Panzer III was relegated to support missions, and the lead role was transferred to the Panzer IV and Panther.

The Panzer III Ausf. J was an excellent medium tank with the capacity to destroy other, better armed and armored medium tanks such as the Soviet T-37 and the American M4 Sherman. Its powerful engine allowed it to reach higher speeds than previous models and gave it excellent mobility. Specifically, this tank needed speed in order to survive, but due to the reinforced hull armor, its straight, uninclined plates offered little protection against the enemy's tank weapons and heavy guns, and its side armor was unsuitable for confronting any contemporary anti-tank weapon.

PzKpfw IV Ausf. E

Crew Size	Main Gun	MGs	Speed	10m	30m	70m	150m	Reload Time	Hull Frontal	Hull Side	Hull Rear	Hull Top	
5 (9)	75mm Kwk 37	AA, Coax, Hull	27	52	48	38	22	6	50	30	20	22	6(

Until the development of the Ausf.F1 model, all versions had the KwK 37 L/24, a short 75mm gun, which fired high explosive ammunition against anti-tank guns, barricades, and scarcely protected positions. However, it showed a lack of accuracy, a low projectile speed, and only average penetration capacity.

Fulfilling its support tank role, it could not fight face to face against medium tanks as the main gun did not have sufficient penetration capacity.

However, that same gun allowed it to attack enemy gun emplacements that were firing in low parabolas over small hills and obstacles on the ground behindwhich they could hide without exposing themselves to hostile fire. And with a little bit of luck, it could hit the upper part of an enemy tank, where the armor was weaker. The speed of movement of the Panzer IV was slightly inferior to that of the Panzer III and comparable to that of the Soviet T-34, which allowed it to move rapidly in order to remain undercover and continue providing support to its infantry units.

PzKpfw IV Ausf. G

Crew Size	Main Gun	MGs	Speed	10m	30m	70m	150m	Reload Time	Hull Frontal	Hull Side	Hull Rear	Hull Top
5 (9)	75mm Kwk 40 L/43	AA, Coax, Hull	27	112	108	88	47	6	50	30	20	22

June, 1941. The German Army confronted Soviet tanks for the last time and proved that the T-34, with its 45mm inclined armor favoring the rebound of impacting projectiles, and the KV-1, with its 100mm front armor, were difficult to defeat.

In November of that same year, the manufacture was ordered for a gun equivalent in performance to the PaK 40 anti-tank gun, to be installed in the Panzer IV, whose turret could house a superior weapon. In March, 1942, the first units under the name of Panzer IV Ausf.F2 came to light, but soon after entering service they were rechristened as Ausf.G.

Given its excellent performance against the Sherman and the allied T-34, its low cost, and its mechanical reliability, production of the Panzer IV continued even after the Panther medium tank (which was better armored and armed) entered service.

In short, the Panzer IV Ausf.G was an example of excellent German engineering, with an exceptional balance between armament, armor, and mobility. It could carry out tank support tasks to the infantry and destroy medium tanks, even though its uninclined front armor continued to make it vulnerable to large caliber anti-tank weapons such as the previous models.

PzKpfw IV Ausf. H

Crew Size	Main Gun	MGs	Speed	10m	30m	70m	150m	Reload Time	Hull Frontal	Hull Side	Hull Rear	Hull Top	
5 (9)	75mm Kwk 40 L/48	AA,Coax, Hull, Rear	24	123	117	92	48	6	80	30	20	22	5(

The Panzer IV Ausf.H included the KwK 40 L/48 gun, which was double the length of its predecessor with, thanks to the projectile exit velocity (790 m/s), a considerably increased penetration capacity and firing range.

Compared with the G model, the new front armor of the Ausf.H notably increased its capacity for survival, and its new gun increased the probability of causing damage at medium distance and reaching targets located even further away. However, the turret armor plating did not show any improvement, and therefore an impact in that area could render its main weapon useless and leave the vehicle defenseless.

PzKpfw V Panther

Crew Size	Main Gun	MGs	Speed	10m	30m	70m	150m	Reload Time	Hull Frontal	Hull Side	Hull Rear	Hull Top	Tur Fro
5 (9)	75mm Kwk 42	AA,Coax, Hull, Rear	34	159	151	121	51	6	85	50	40	22	110

In September of 1942, line production began of the Panzerkampfwagen V Panther, the tank designed in response to the powerful Soviet T-34. The German engineers opted to equip the Panther with the main features of the enemy tank: inclined armor, wide caterpillar tracks and larger wheels to improve mobility on the soft ground of the Russian winter, and a large caliber gun.

Germany assigned maximum priority to the production of this vehicle, involving several factories from different companies. In 1943, an average of 150 units were manufactured per month (380 in July) and the total number of units produced by March of 1945 was 6,000.

The first models had a 60mm smooth steel, welded armored plate, with an increase to 80mm on the front part. In addition, the hull was covered in zimmerit, an anti-magnetic material, which gave it its unmistakable rough appearance.

Excellent as tank destroyers, the Panthers could use their mobility and excellent battle gun to destroy any medium tank with only a single shot, or to surround heavy tanks with the objective of attacking their vulnerable flanks. Their only weak point was their limited side armor, which made it advisable for them not to confront two threats located in different positions.

The Panther was considered one of the best tanks of World War II. In fact, once the conflict ended, the excellent combination of mobility, firepower, and protection continued to inspire the design of new tanks.

Vehicles

Heavy Tanks

As medium tank guns were upgraded during the war, both the Germans and Soviets began building heavy tanks. Mounting even larger caliber guns atop very thick armor, these slow moving behemoths were difficult to destroy unless hit from the side or rear. However, their slow speed gave medium tanks with higher mobility an advantage, as they would try to maneuver around the heavy tanks.

Russian

IS-1

Crew Size	Main Gun	MGs	Speed	10m	30m	70m	150m	Reload Time	Hull Frontal	Hull Side	Hull Rear	Hull Top	T
4 (13)	85mm ZIS-53	Coax, Hull, Rear	24	132	127	95	46	6.5	90	90	75	40	100

In 1942, the KV-1, slow and not well armed, was the only heavy Soviet tank. The medium T-34 tank and its successive improvements exceeded its performance, as it was cheaper, more easily manufactured, and more efficient in combat. This being the case, the Red Army was about to reject the development of new heavy tanks, but the appearance of the German Panthers and Tigers forced a change of view. A new tank was quickly designed which could carry a high velocity 85mm D-5T gun. The need to immediately counteract the power of the new German tanks brought about the KV-85, an intermediate model that included the new turret with the 85mm gun and the old chassis of the KVs. Meanwhile, the final design of the new heavy tank continued under the name KV-13. As the military man Kliment Voroshilov had fallen into disgrace, the new series of heavy tanks got the name IS in honor of the Soviet Prime Minister, Iósif Stalin.

The IS-1 was the prototype of a new generation of tanks. It was never mass-produced, and only 130 units were made. However, it served as a base for testing the IS-2. Compared with the KV-85, the IS-1 mounted the same heavily armored turret and the same 85mm gun with great penetration capacity (which was slightly better than the 75mm gun mounted on the Panzer IV Ausf.H, but surpassed by the new German weapons added to the Tiger I and Panther). Following the KV doctrine, the hull armor was almost 100mm thick in the front. The side armor was better than that of the KV-1. The vehicle was driven by a 520-horse diesel engine and provided the tank superior mobility to the KV-85, despite the fact its tonnage was greater. The IS-1 could carry out the same tasks as the KV-85, and it could better withstand frontal attacks, which meant that it did not have to depend so much on the coverage offered by terrain.

IS-2

Crew Size	Main Gun	MGs	Speed	10m	30m	70m	150m	Reload Time	Hull Frontal	Hull Side	Hull Rear	Hull Top	Turre Fron
5 (9)	122mm D25	AA,Coax, Hull, Rear	24	167	159	137	61	15	120	90	60	30	100

In January, 1943, following the capture of a German Tiger I at the Battle of Kursk, the Red Army carried out several firing tests on the tank using different guns. The results showed that the 85mm anti-aircraft guns and the 122mm anti-tank gun could penetrate the armor.

The pressure of time brought about the creation of tanks with 85mm guns, which gave rise to the KV-85 and IS-1. However, the 122mm gun was chosen as the main weapon for the new heavy Soviet tank, the IS-2, as it had to compete in the same conditions against the German Tigers and Panthers.

With the incorporation of the IS-2, the Soviets had a tank that could surpass the Tiger I and Panther in combat, even though the latter continued to be more rapid and more maneuverable. The IS-2 could destroy the Panther from long distances before the German weapon could effectively penetrate its front armor.

However, the massive 122mm gun, although superior in firepower to the German 88 and 75mm guns, was not exempt from problems. On increasing the size of the ammunition fired, the number of cartridges that could be transported by the tank was drastically reduced. Additionally, the ammunition of the D-25T gun was stored with the projectile separated from the powder charge. The loader had to join both parts before each reload, which, along with the huge weight of the projectile, meant very high loading times and a rate of fire that was considerably lower than that of the Panther and Tiger guns.

IS-3

Crew Size	Main Gun	MGs	Speed	10m	30m	70m	150m	Reload Time	Hull Frontal	Hull Side	Hull Rear	Hull Top	Turre Fron
5	122mm D25	AA,Coax, Hull, Rear	24	167	159	137	61	15	120	90	60	40	160

In 1944, the Soviet Union improved the design of the IS-2 by redistributing the armor in order to achieve better protection without adding weight to the vehicle. The front of the hull was modified by adding new angles favoring the rebound of enemy projectiles towards the sides and not towards the tank itself. But the main change was the new, lowered dome-shaped turret, whose inclination and rounded shape increased its protection far beyond the standards for the time.

The first prototype was manufactured in 1945 but the only participation of this tank in the Second World War took place in Berlin on September 7, at the allied victory parade. Unconfirmed reports indicated that a regiment of IS-3s was deployed to Manchuria against the Japanese. In any case, despite having participated in few real operations, the IS-3's hull configuration and turret greatly influenced subsequent Soviet tanks, such as the T-55, and its influence can still be seen in the modern T-72 and T-90.

The IS-3 had the same 122mm gun as the IS-2, a model that was problematic due to its low ammunition supply and long reload times. However, the tank only had one coaxial machine gun and one heavy machine gun mounted on the commander's cupola, which allowed the crew to open fire in any direction. This meant that the IS-3 was more useful in heavy tank destroying tasks than in support tasks against enemy infantry.

In spite of its great advantages, the IS-3 was not invulnerable. The high velocity guns mounted on the German Tiger II heavy tanks and the Japanese Chi-RI, or the large tank destroyers such as the Jagdpanther, the Elefant, or the Ho-RI, could penetrate its front armor at medium distances in combat. Other enemy weapons had to be satisfied with hitting its sides or destroying its tracks, keeping the IS-3 busy.

KV-1

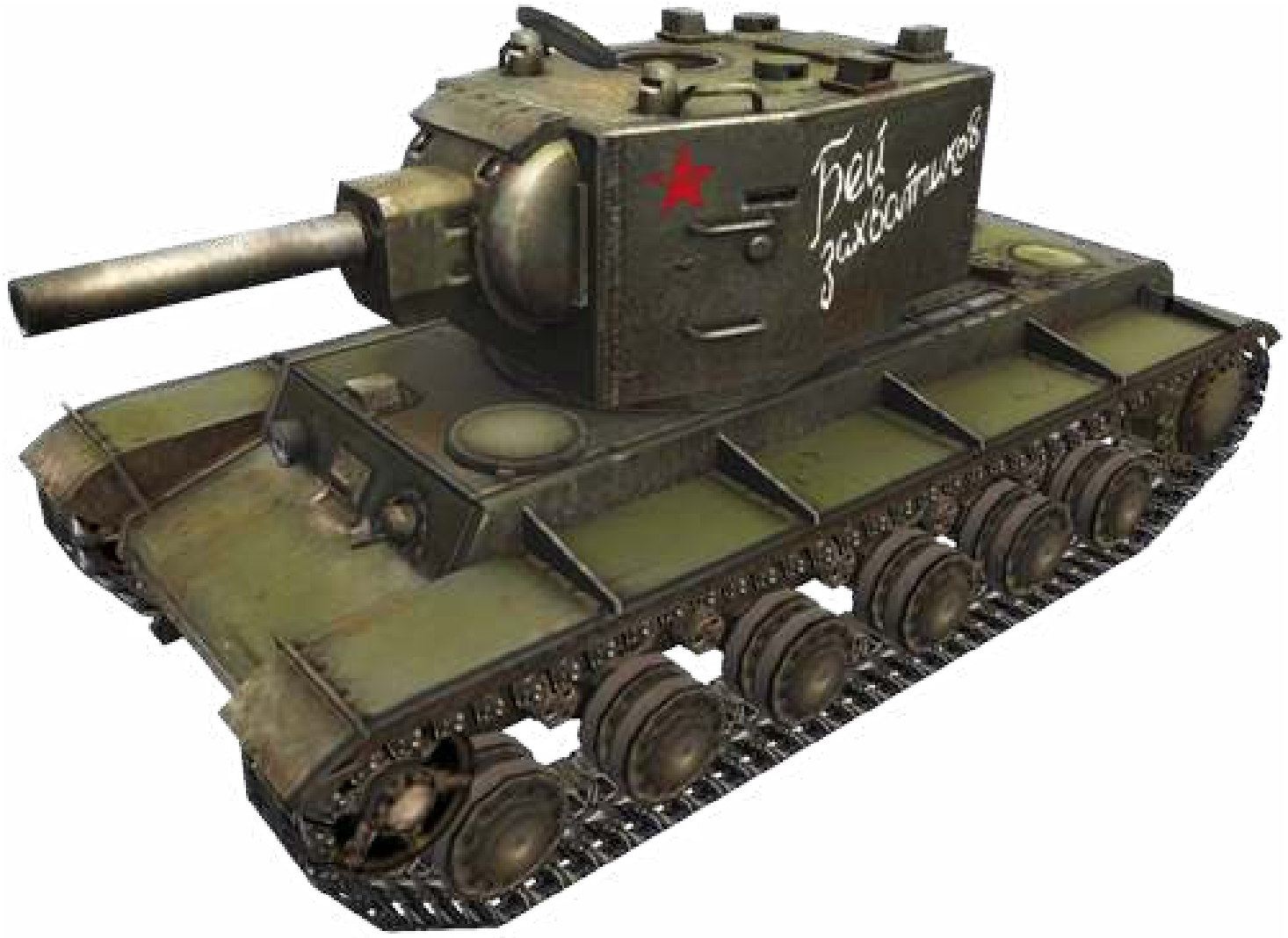
Crew Size	Main Gun	MGs	Speed	10m	30m	70m	150m	Reload Time	Hull Frontal	Hull Side	Hull Rear	Hull Top	T F
4 (13)	76mm F32	Coax, Hull, Rear	21	72	68	48	21	6	100	100	75	40	75

On June 22, 1941, the German attack on Soviet troops occurred. At that time, the Red Army had 508 KV tanks. Thanks to its extraordinary armor, the KVs could withstand fire from German 37mm and 50mm weapons. Only the German 88mm gun or variants such as the Flak 37 could destroy it from medium distances.

When the Germans deployed their PaK 40 anti-tank guns on a massive scale– guns capable of penetrating the armor of the KV-1-production of this tank was stopped and the Soviet Army decided to concentrate all its efforts on manufacturing the T-34.

In combat, the KV-1 was extremely slow compared to the T-34 model. However, both models complemented each other, as the KV-1 had thick armor that could withstand a lot of punishment. While the enemy concentrated its attack on the visible and heavily armored KV-1, the speedy T-34s, with their low profiles, could surround enemy positions and attack their flanks.

KV-2



Crew Size	Main Gun	MGs	Speed	10m	30m	70m	150m	Reload Time	Hull Frontal	Hull Side	Hull Rear	Hull Top	
4 (13)	152mm ML20	Coax, Hull, Rear	20	110	108	97	32	20	75	75	70	30	7

This heavy artillery tank, like the KV-1, owes its name to comrade Kliment Voroshilov. In fact, both models entered service together during the invasion of Finland in 1939. The KV-2 was armed with a powerful 152mm howitzer that fired explosive ammunition, but it was soon discovered that it had too many deficiencies to successfully do battle during the Second World War.

Its 54 tons in weight made it an excessively slow tank, and its high profile turret was too easy a target for enemy guns. In addition, its production costs were extremely high. For this reason, only 250 units were manufactured.

The KV-2 was useful in the role for which it was designed: the transportation of a heavy 152mm howitzer that could fire highly explosive projectiles across long distances. The parabolic trajectory of its firings allowed it to bombard fixed enemy defenses from covered positions, whilst its heavy armor was more than adequate for withstanding attacks from light tanks and other incursion vehicles. The reload time of the howitzer was very high, so it was of vital importance not to miss any shots.

KV-85

Crew Size	Main Gun	MGs	Speed	10m	30m	70m	150m	Reload Time	Hull Frontal	Hull Side	Hull Rear	Hull Top	T
4 (13)	85mm ZIS-53	Coax, Hull, Rear	19	132	127	95	46	6.5	75	60	75	40	100

In the summer of 1943, the German Panthers and Tigers had shown their superiority over Soviet tanks on the battlefield. This motivated the design of the KV-85, a modified version of the heavy KV-1 tank. Distinguishable by its new turret, it was prepared to transport the 85mm D-5T gun that was used by the self-propelled SU-85 tank destroyers and the first versions of the T-34/85.

The large demand for 85mm guns delayed the initially forecast production dates. At the end of 1944, only 130 units of this model had been manufactured, and there was no delay in replacing it with the new series of IS heavy tanks.

Thanks to its 85mm gun, equivalent in performance to the gun mounted on the T-34/85, the KV-85 could measure up to the German Panthers and Tigers during long distance confrontations. In addition, its reinforced armor, inherited from the base model KV-1, much increased its probability of survival on the battlefield.

The KV-85's enormous turret was heavily armored both on the front and the sides. The hull armor was better than the KV-1's in order to give the tank greater maneuverability. However, this same hull, with scarcely any inclination, could easily be penetrated by weapons which otherwise could not have destroyed the tank. For this reason, the tank hull had to be hidden behind cover to avoid exploitation of this weak point.

German

PzKpfw VI Tiger

PzKpfw VI Tiger_ISO.psd

Crew Size	Main Gun	MGs	Speed	10m	30m	70m	150m	Reload Time	Hull Frontal	Hull Side	Hull Rear	Hull Top	
5 (11)	88mm Kwk 36	AA, Coax, Hull	22	145	137	112	48	6	100	82	82	28	1(

The Tiger I entered service at the end of 1942 and remained active until the surrender of Germany. Without a doubt, the elevated manufacturing costs (double that of the Panzer V and four times more than the Stug III) conditioned its production, and may even have prevented Germany from changing the course of the war in Europe.

In total, 1,350 Tiger I and 500 Tiger II were manufactured. At that same time, the United States produced more than 40,000 Sherman tanks, and the Soviet Union produced 80,000 T-34s.

The Tiger I gave excellent performance in open country, firing at enemy tanks from long ranges. Although it was not as slow as the monstrous Tiger II, its low movement speed made it vulnerable to flanking maneuvers and close-quarter combat.

Only a small number of allied weapons could penetrate the front armor of a Tiger at medium distance: the American M4A3E8(76)W and M26 Pershing, the British 17-pdr QF anti-tank gun, the Russian IS-2 and IS-3, the American M36 Slugger tank destroyers, and the Soviet SU-100. The British M4A4 VC Firefly, a variant of the Sherman armed with a massive anti-tank gun, was one of the few medium tanks capable of destroying a Tiger I at long range.

PzKpfw VI Kingtiger

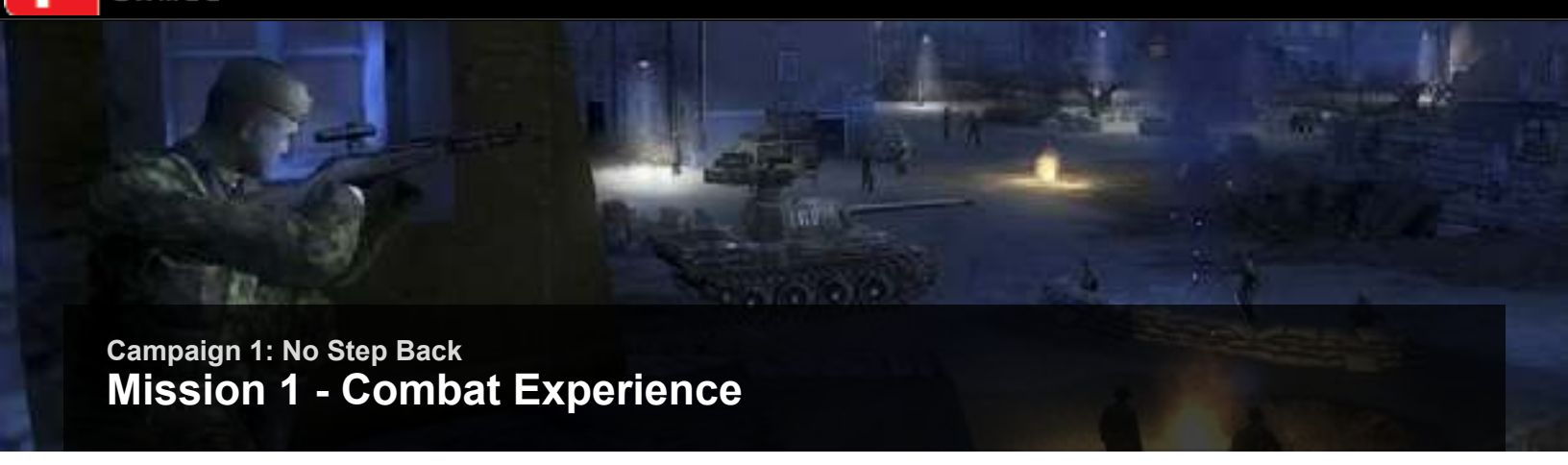
Crew Size	Main Gun	MGs	Speed	10m	30m	70m	150m	Reload Time	Hull Frontal	Hull Side	Hull Rear	Hull Top	
5 (9)	88mm Kwk 43	AA, Coax, Hull	21	233	223	181	76	8	150	80	80	40	18

In May, 1941, the first Tiger II designs were made, but production did not commence until October of 1942. The aim was to create a tank more powerful than the enemy tanks.

Re-nicknamed by German soldiers as Königstiger (Bengal tiger), the first Tiger II entered combat on July 18, 1944, in Normandy, following the allied landings. They also took part in the Battle of the Ardennes, in Poland, in Hungary, and in the defense of Berlin. Among the allies, it was known as King Tiger or Royal Tiger.

Any frontal confrontation against the Tiger II would result in its opponent's destruction, as its excellent 88mm gun and highly accurate sights were lethal for enemy tanks. Only the American M-26 Pershing and the Soviet IS-2 could rival the Königstiger.

In spite of its large tonnage, the Tiger II possessed good mobility, comparable to that of the Tiger I and other allied tanks. The turret turned slowly, which could be a problem during short-range combat. Even so, the side and rear armor, although less powerful than the front part, was capable of withstanding the impact of weapons mounted on light tanks and many medium tanks. However, the ammunition storage system could cause the tank to explode if a projectile penetrated the rear part of the turret. Destroying a Tiger II required the coordination of several threats located at different attack angles. Without a doubt, the presence of a Tiger II on the battlefield always attracted enemy attention.



Campaign 1: No Step Back

Mission 1 - Combat Experience

The First Trench

Video is restricted

Initial Force: 2 x SMG Soldiers

Objectives:

- Eliminate the mounted MG
- Capture the trench
- Repel the counter-attack

Summary

You start out with only two soldiers armed with SMGs and grenades. If they both die, the mission is a failure. Send them crawling towards the trench until they are in range to throw a grenade at the mounted machine-gun.

Once the gunner is dead, use direct control to shoot at the remaining enemies in the trench, or throw a grenade in to kill them.

After the trench is cleared, move your soldiers into it and take control of the machine gun. Position the second soldier along the far parapet. Kill all of the German soldiers who try to retake the trench.

TIP

Be sure to search dead enemies (or allies) for ammo, first aid kits, and grenades.

By the Creek

Video is restricted

Objectives:

- Dislodge the Germans from the positions near the creek
- Repel the counter-attack
- Suppress the German positions behind the creek with the help of the German tank

Summary

As your allies take up positions and begin firing on the Germans in the next trench, send your soldiers crawling to the brush cover to the right of the trench. Use grenades and direct fire to kill the enemies in the trench.

Move your soldiers into the trench. Move your soldiers into the trench and gain control of the two AT soldiers with anti-tank rifles.

As a couple German Sd.Kfz. 222 scout vehicles approach, order the AT soldiers to attack. Use the SMG soldiers to throw AT grenades if the vehicles get in close enough.

Once the scout vehicles are disabled or destroyed, send all of your soldiers to the right side of the map. Repair the German PzKpfw III tank and place your soldiers inside to man the tank.

Using direct control, destroy the enemy mortars and machine guns along the trench line across the creek.

TIP

At times, a scout vehicle can be damaged, but not destroyed. If so, get the repair kit from the tank and repair the vehicle. Use two soldiers to man it so that you can have two vehicles for the next phase of the mission.

The Last Line of Trenches

Video is restricted

Objectives:

- Capture the last line of trenches
- Repel all German counter-attacks

Summary

Move the tank and your new infantry squad across the river. Use the tank's main gun to destroy the two Pak 41 AT guns, and then to neutralize the machine guns in the trenches.

Clear out the remaining German soldiers so your infantry can take control of the trenches. Once the trenches are cleared, move your infantry squad to the forward trenches.

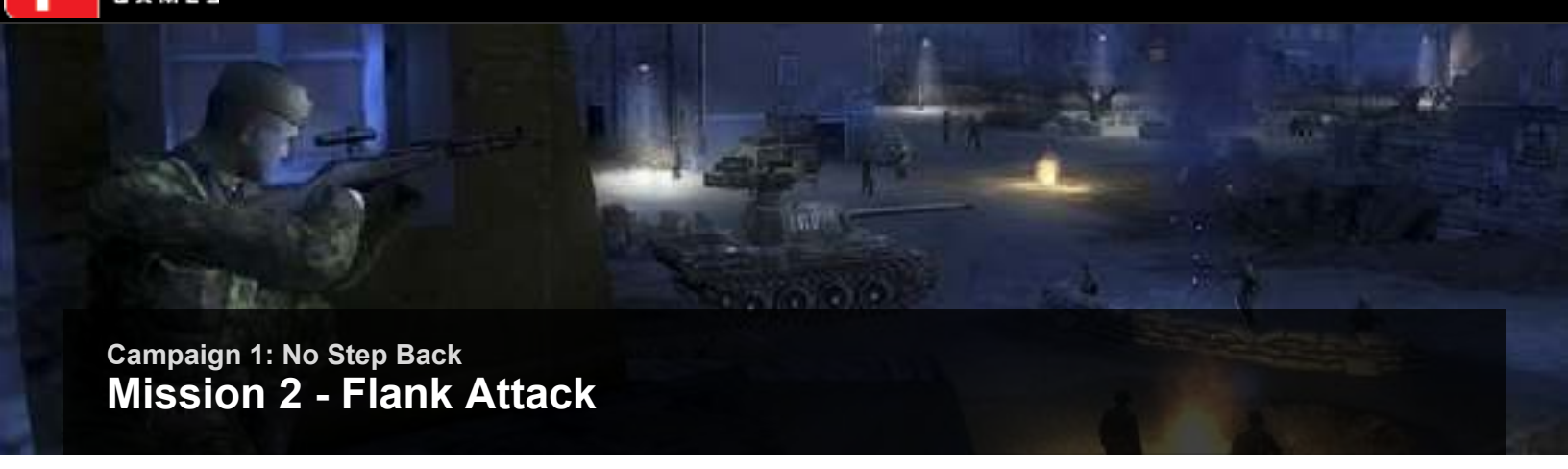
Man any machine guns that have survived. Take direct control of the tank to fight off the infantry counter-attack and the following two combined counter-attacks that include tanks and scout vehicles.

Be sure to switch to AP ammo when firing at vehicles.

TIP

Check the mortars left behind by the Germans. If they are still functional, assign a couple of soldiers to man one and use it to help clear the enemy trenches.

Mortar rounds can also come in handy for repelling infantry. A mortar round landing in a group of enemy infantry can create a lot of destruction.



Campaign 1: No Step Back

Mission 2 - Flank Attack

Breakthrough

Video is restricted

Initial Force: 2 x Machine Gunners, 4 x Riflemen, 2 x SMG Soldiers

Objectives:

- Approach the German trenches without raising the alarm
- Destroy the enemy in the place of breakthrough

Summary

You begin with a squad of eight soldiers, two of which are machine gunners. You can easily split this squad into two teams if you so choose. Move toward the trench line.

As you get close, have your soldiers drop prone and crawl around the left side of the front trench. Since the trench to the left has two mortars next to it, it is a good idea to clear it first before they can be used to attack you.

Split your squad into three groups. Send them crawling into the trench at each of the three entrances. At the same time, switch all groups to Fire at Will mode. Target the mortars.

Throw grenades at the machine guns and finish clearing out the trench. Man one of the mortars with two soldiers and use it to neutralize the mortar team and the machine gunner in the trench to the right.

Then send in your infantry squad with support from the mortar to take the trench.

TIP

Be sure your soldiers' fire mode is set to Return Fire when sneaking up on enemy trenches. This way, if you start taking fire, then your soldiers will shoot back.

However, if they remain undetected, they will not initiate the fight until you are ready.

Clear the Trenches

Video is restricted

Objectives:

- Capture the line of trenches in front of the village
- Advance to the village

Summary

Now you have to clear a line of several trenches. In addition to machine guns and mortars, anti-tank guns also protect these trenches.

Acquire a second mortar if possible. Move your mortars forward so they are in range to destroy the enemy mortars and anti-tank guns. Then, go after the enemy machine guns.

You have a lot of allied soldiers to rush the trenches with once those enemy weapons have been knocked out, so concentrate on using the mortars while the other soldiers take care of the trenches.

Continue clearing each trench in turn. Watch out for arriving enemy scout vehicles. Either hit them with a mortar, or sneak up next to them and use an anti-tank grenade.

Then, after all German soldiers have been eliminated, move back to the left side of the map (near the first trenches you captured) to continue on into the village.

Be sure to search the dead to collect ammo, grenades, and first-aid kits. You have a lot of fighting ahead of you.

TIP

Mortars can be fired while under direct control. If you fire more than one round at the same target, your accuracy will increase with each shot.

The Village

Video is restricted

Objectives:

- Destroy the battery on the hill
- Dislodge the Germans from the village
- Destroy the train before it leaves the village

Summary

Prior to capturing the village, you must neutralize the artillery guns on the hill at the left side of the map. A trench containing a couple of machine guns defends these targets.

This is a bit easier if you bring along a mortar or two. Sneak your infantry up next to the trench and open fire with your mortars. Take out the machine guns and kill the crews of the artillery guns.

Clear out the trench and take control of the machine and artillery guns. Defend your position while your allies assault the village with tanks and infantry.

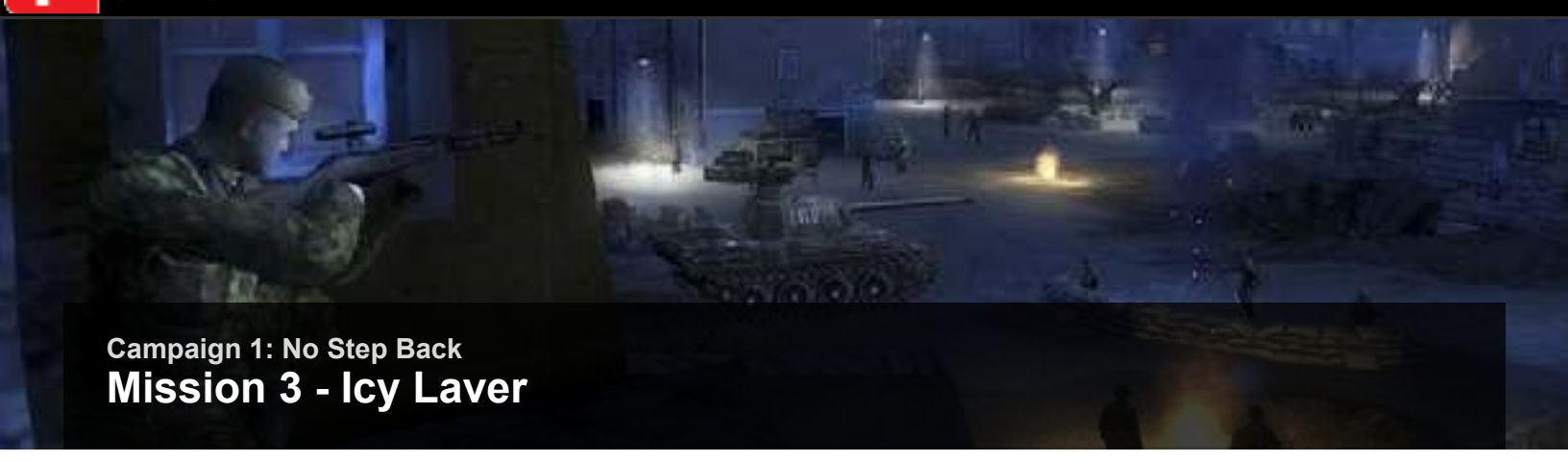
Use the artillery to destroy the German anti-tank guns, mortars, and tanks. The more you can destroy, the longer the Russian force stays in the fight, and the less work you have to do later.

After you clear the area around the artillery guns, move at least one of them to the right so that it is in range of the train. Fire on the engine and boxcars to destroy them and complete an objective.

Finally, kill all of the remaining enemies in the village. Use the map to help locate them.

TIP

Take control of the artillery guns that you are supposed to destroy. If you have enough men, put two soldiers on each of the three guns. Keep them separate so that you can use them to target different enemies.



Campaign 1: No Step Back

Mission 3 - Icy Laver

Click here for interactive map

Along the River

Initial Force: 1 x Machine Gunners, 3 x SMG Soldiers, 3 x Riflemen, 1 x AT Soldier, 2 x Mortars

Objectives:

- Destroy the German positions at the river
- Interfere the German column

Summary

Move your mortars and infantry squad into the brush to the left of the German trench. Bombard the trench with mortar rounds and use your infantry to protect the mortars from German counter-attacks.

Advance your entire force down the frozen river, using the banks for cover. Set up an ambush near the bridge at the left edge of the map.

As the German column arrives, bombard it with mortars and mow down the German infantry with your own infantry. Avoid damaging the two anti-tank guns since you will need them for the rest of the mission.

TIP

After capturing the German trench, take the three machine guns with you for use against the German column.

Clearing the Village

Click here for interactive map

Objectives:

- Destroy as many German guns as possible before the offensive launch
- Drive the Germans out of the village

Summary

From the bridge, advance along the left side of the map and clear out the two trenches at the left end of the German line. Use your mortars and anti-tank guns to knock out the enemy machine guns.

TIP

Save the game often. This is a difficult mission. If the anti-tank guns are destroyed, it is nearly impossible. Therefore, if you take losses, load your last save and try a different tactic.

Set up your anti-tank guns near the crossroads so that you can destroy the Hummel self-propelled howitzers. Then, ambush the column of German tanks that move into the village.

TIP

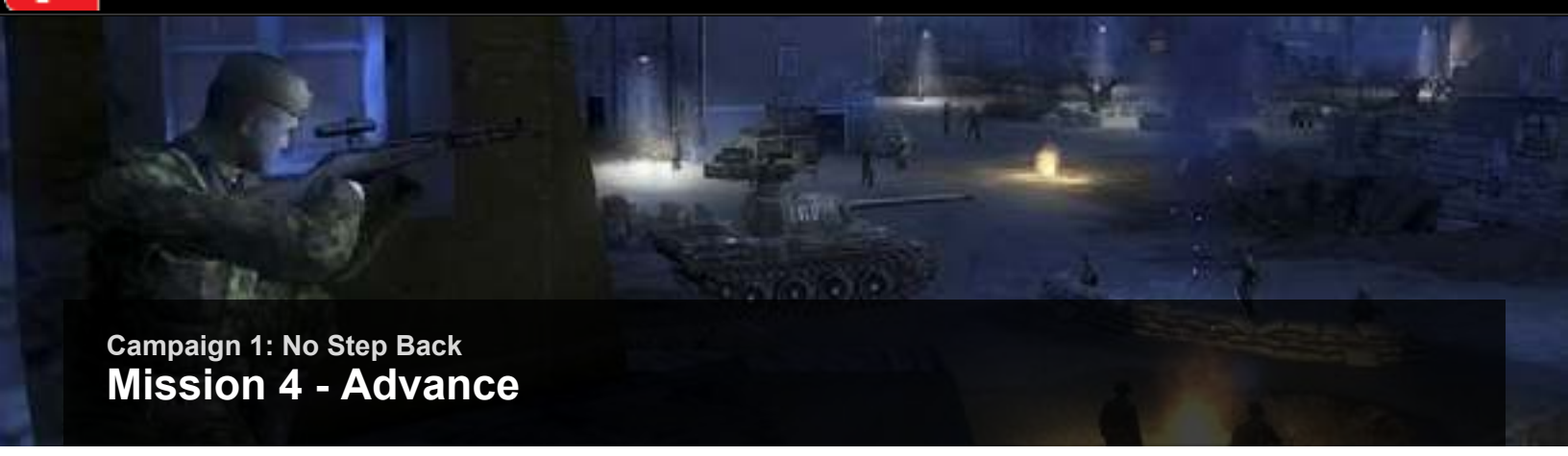
When positioning your anti-tank guns, take direct control of them and check their line of sight.

If terrain or obstacles block your view, or you are too far away to penetrate enemy armor, redeploy your gun to improve your firing position.

Work your way through the village, approaching enemy tanks and anti-tank guns from behind. Use anti-tank guns to destroy those while your infantry protects your guns from the German infantry.

Once all enemy tanks and guns have been destroyed, call for the offensive. Position your anti-tank guns to cover roads leading into the village so they can engage any German reinforcements.

You also receive extra infantry and mortars across the river. Use these to help support your offensive and clear out any Germans in the trenches.



Campaign 1: No Step Back

Mission 4 - Advance

Clear the Riverbank

Initial Force: 4 x Machine Gunners, 6 x SMG Soldiers, 6 x Riflemen—divided into two equal squads

Objectives:

- Clear the riverbank of the enemy

Summary

Move both squads across the river along the right half of the map. Clear out the individual German soldiers along the riverbank.

Position one squad on the hill to the right of the far right trench. Sneak the other squad in behind the anti-tank gun to capture it and destroy the halftrack. Clear out far right trench.

Use the anti-tank gun to destroy enemy guns, mortars, and vehicles. Then, attack the trench in the center of the map. Capture the mortars and use them to finish clearing the central trench. Finally, move on to the far left trench and clear it of all enemies.

TIP

Use stealth and melee attacks to eliminate individual soldiers without alerting nearby enemies.

Clearing the Village

Click here for interactive map

Objectives:

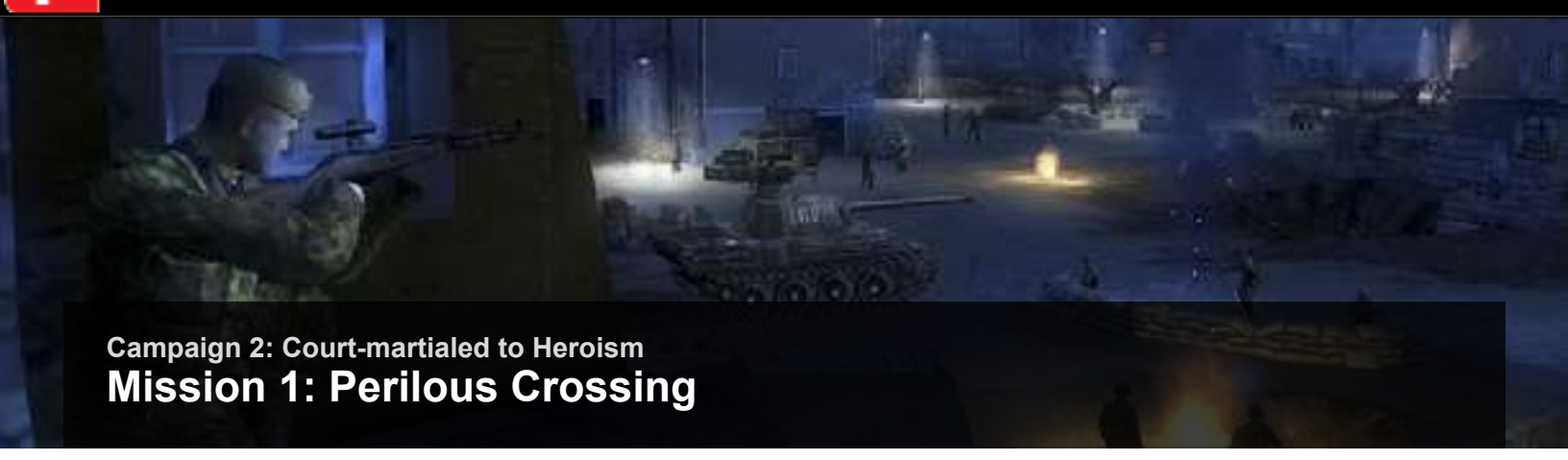
- Destroy the Tiger before it is repaired
- Dislodge the Germans from the village

Summary

Send all of your soldiers to the right side of the map, near the first trench you cleared. Take control of two German PzKpfw IV tanks and drive them along the right flank, clearing away enemies as you go. Get to the Tiger tank and destroy it before its repairs are complete.

Next, move through the top of the village to the far left corner and destroy the two 88mm guns. Once they are destroyed, allied air support will help you out. Finally, clear out the remainder of the village. Focus on neutralizing enemy tanks and guns.

Clear out the village and trenches at the front. Then, destroy the German tanks that arrive as reinforcements.



Campaign 2: Court-martialed to Heroism

Mission 1: Perilous Crossing

The Hill

Video is restricted

Initial Force: 4 x Machine Gunners, 6 x SMG Soldiers, 6 x Riflemen —divided into two equal squads

Objectives:

- Eliminate the AA battery and hold a bridgehead on the hill.

Summary

Begin by clearing away the Germans positioned near the road. Capture a machine gun or two to give yourself some additional firepower.

Advance along the left flank. Use the map to locate hidden enemies. After you secure the north side of the road on the left, clear out the Germans in the structures north and on the right of the center road. Use machine guns to fire at the Germans in the trenches.

After allied tanks arrive and push up the hill, move in and clear out the trenches. Capture or destroy the anti-aircraft guns at the top of the hill and mop up any remaining enemies on the hill to complete the objective.

TIP

Use anti-tank grenades to demolish buildings that Germans are using for cover.

Advance to the River

Video is restricted

New Force: 1 x Machine Gunner, 3 x SMG Soldiers, 3 x Riflemen, 1 x AT Soldier

Objectives:

- Clear the southern river bank of the enemy

Summary

At the start, take cover in the trench and wait for Russian tanks to arrive and destroy the German tanks.

Take control of any machine guns you can, and begin clearing the Germans along the road on the right side of the map. Advance along the road towards the river. Be sure to bring a machine gun along for fire support as you advance. Clear out the Germans along the riverbank.

TIP

Don’t rush your troops into the fight. Let the allied tanks and soldiers help clear the way for your squad.

North of the River

Video is restricted

New Force: 2 x Machine Gunners, 3 x SMG Soldiers, 3 x Riflemen

Objectives:

- Eliminate the AT battery at the ford
- Dislodge the enemy from the right riverbank

Summary

Send your squad across the river and sneak along the right edge of the map to get past the German defenses.

Destroy the enemy AA guns, and capture the two anti-tank guns at the rear of the village. Then, eliminate the German tank destroyers and anti-tank guns.

Clear out the enemy soldiers in the trenches to make way for an offensive.

TIP

While sneaking past enemies, set your soldiers’ fire mode to Return Fire or Hold Fire so that they do not accidentally reveal their locations.

Campaign 3: Air is Soaking with Death

Mission 1: Fiery Foothold

Click here for interactive maps

The Hill Trenches

Initial Force: 8 x Machine Gunners, 2 x AT Soldiers, 18 x SMG Soldiers, 4 x Riflemen-divided into four squads

Objectives:

- Capture the German positions in the hills
- Hold the positions

Summary

You have two anti-tank squads and two machine gun squads. While your allies attack the German trenches on the left and right flanks, advance between the trench on the left flank and the trench on the hill to the right of it. Come in behind the enemy trench and clear it.

Capture the anti-tank gun and mortar. Use them to clear the trenches to the right and clear them one at a time in order. While half of your squads attack from the left, the other two squads can attack from the front, forcing the enemy to divide their attention.

Before clearing out the last trench, to the left of the right flank trench, set up anti-tank guns and other defenses to repel a counter-attack from the north. Get your troops into trenches. Destroy all of the German tanks, halftracks, and scout vehicles on the map.

Tip

If your anti-tank guns are destroyed, then you will have to rely on anti-tank rifles and grenades. Send individual soldiers to take out tanks with anti-tank grenades, or shoot the tracks of tanks with AT rifles to immobilize them.

The Main German Positions

Reinforcements: 1 x AT Soldier, 7 x SMG Soldiers

Objectives:

- Capture the trenches
- Eliminate the German artillery
- Neutralize the German AA guns

Summary

Clear out the trench on the left flank. Capture the anti-tank gun and use it to clear the first rear German trench on the left side of the map. Advance an anti-tank gun and troops along the left edge of the map to get behind the German AA guns and destroy them in order to get an air strike. Destroy or capture the anti-tank guns in the German main positions.

Tip

The ground in front of the German trenches is mined. Move around the flanks to avoid losing men unnecessarily.

Complete the mission by clearing out all of the German trenches. Be sure to attack them from the rear or flanks instead of the front.

Tip

Try to capture a German 88mm AA gun, and use it to attack the German defenders.

Campaign 4: Paying with Blood

Mission 1: Closing the Circle

Click here for interactive map

The Trenches

Initial Force: 8 x SMG Soldiers, 8 x Riflemen

Objectives:

- Capture the German ammunition

Summary

The first part of the mission requires you to clear out the German front line of trenches. Send both squads around the enemy's right flank to get in behind the trenches. Silence the two anti-tank guns and the mortars before they can be used against you.

Use the captured guns and mortars to help clear out the German trenches. Repel the counter-attacks by German infantry on both flanks. Kill all enemies to complete the first objective. It is important not to lose any men since you take only what you have left into the second and more difficult part of the mission.

TIP

Let your allies distract the enemy and keep German forces facing forward while you attack the trenches from behind.

The Ammuntion Warehouse

Objectives:

- Capture the radio point
- Kill the German pilots
- Neutralize the German AA guns
- Capture the ammunition warehouse
- Hold the ammunition warehouse

Summary

You must now assault a German base to capture and hold its ammunition warehouse. Start off by infiltrating enemy lines and capturing the radio point with your SMG squad. Meanwhile, send your rifle squad around the left flank and onto the airstrip. Kill the pilots before they can get to their planes and perform air strikes on your troops.

TIP

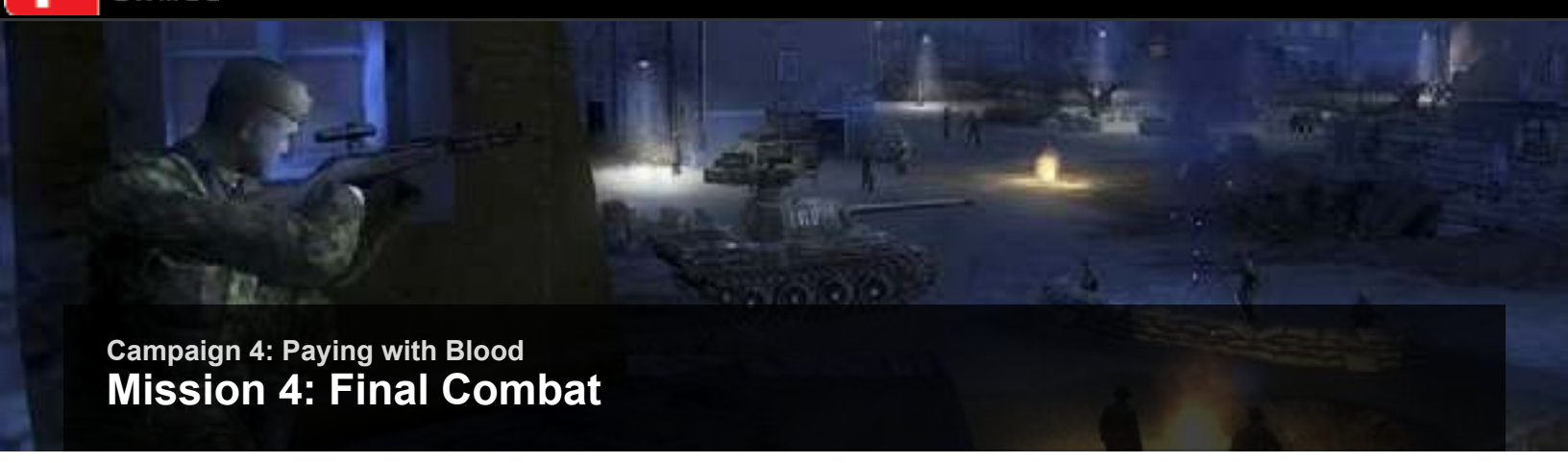
After capturing the radio point, use your SMG squad to clear out the soldiers in the compound below. Not only does this prevent them from trying to recapture the point, but it also gives you access to a scout vehicle that can come in handy later when you need to defend the warehouse.

Once you have completed those two objectives, silence the AA guns to allow allied aircraft to support your assault. Then, move in on the ammunition warehouse and clear out all nearby enemies.

Once you capture the warehouse, allied troops begin assaulting the base from the south. Hold the warehouse and prevent the Germans from retaking it. The mission is complete when allied troops reach the warehouse.

TIP

Completing the secondary objectives are important. They either allow you to receive additional support, or they deny support to the enemy. Be sure to complete all of these before going after the warehouse.



Campaign 4: Paying with Blood

Mission 4: Final Combat

Click here for interactive map

The Trenches

Initial Force: 2 x Machine Gunners, 6 x SMG Soldiers, 5 x Riflemen, 1 x AT Soldier, 1 Mortar with Crew

Objectives:

- Destroy the AA guns

Summary

This mission provides you with a couple of squads and a mortar. Unfortunately, the mortar has a limited number of rounds, so you have to use it sparingly.

Advance along the western side of the map and use your mortar to silence the anti-tank gun and machine guns at the western trench. Clear the trench, capture the anti-tank gun, and use it to destroy the four AA guns for the objective.

TIP

Be very careful with your soldiers. You only have 16 for the entire mission, and any you lose at this early point will not be replaced later. Also, take every opportunity to collect weapons and ammo.

The Ammunition Warehouse

Objectives:

- Capture the armored train
- Destroy the AA guns
- Destroy the artillery
- Repel the German counter-attack

Summary

Move your troops from the town to the field on the west side. Attack the trench and destroy any tanks or scout vehicles that respond.

Capture the anti-tank gun at the edge of town and use it to destroy the AA guns in the center of town so you can get an air strike.

TIP

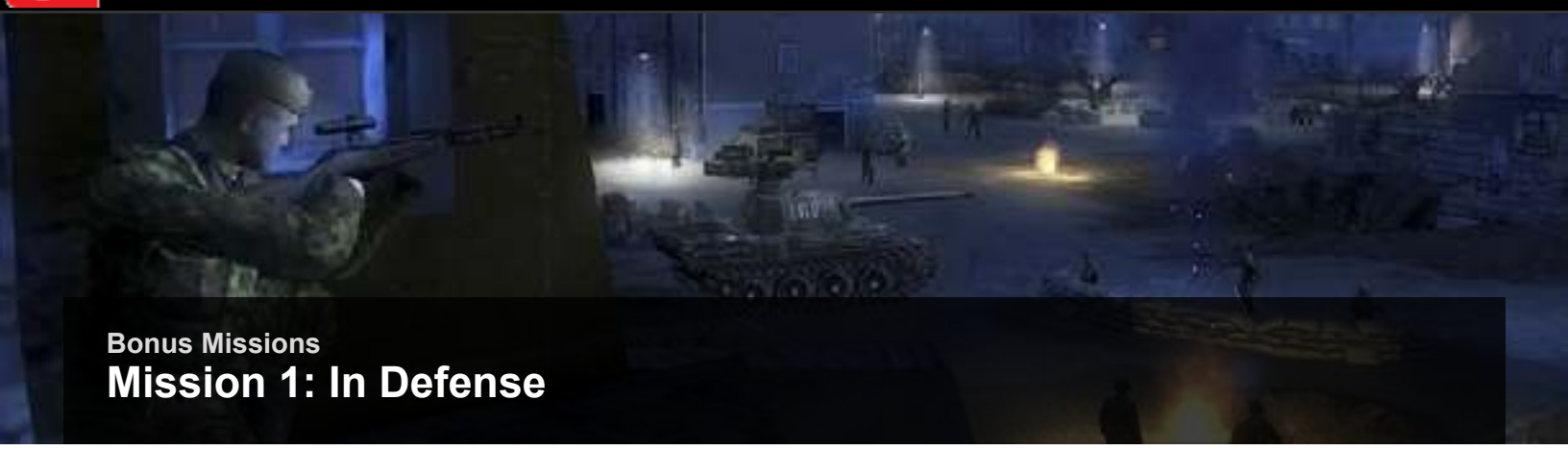
Use your AT soldier to immobilize enemy tanks, and then send soldiers to finish them off with anti-tank grenades. The AT soldier can also destroy scout vehicles with the anti-tank rifle.

Attack the weapons on the armored train so that they can't be used against you. Gain control of a second anti-tank gun by the river, and clear out both trenches near the armored train. Capture the train.

Finally, repel the German counter-attack that tries to recapture the armored train.

TIP

Save your air strike for the counter-attack. Try to capture two anti-tank guns since you are likely to lose one. Also, use the weapons on the armored train if any still function after your attack.



Bonus Missions

Mission 1: In Defense

Video is restricted

Initial Force: 1 x T-34/76 Medium Tank, 2 x Su-76 Light Tank Destroyers, 1 x Machine Gunner, 1 x SMG Soldier, 1 x Sniper, 1 x Sapper, 1 x Supply Truck

Objectives:

- Don't allow the German soldiers or armor to reach the highway

Summary

There are several waves of German infantry and tanks headed to the highway. You have three vehicles and some infantry to use to stop them. The key to success is to utilize anti-tank mines.

Use your infantry to get mines from the supply truck, and lay a row of anti-tank mines in the field near the village before the enemies show up.

TIP

Once your tanks are in position, have your tank crews dismount and join your infantry in laying mines during the first few minutes of the mission.

If you use most of your soldiers, then you can quickly lay both anti-tank and anti-personnel mines across the battlefield before the first wave of Germans arrive.

When they do, quickly get your crews back to their tanks.

Keep your tanks back, and only engage German tanks that manage to get past the row of mines. You must hold your position for 10 minutes, which is when you will receive three more tanks as reinforcements.

Continue holding off more waves of enemy tanks, including several heavy tanks, and prevent them from getting to the highway.

The German infantry is also a threat. Lay rows of anti-personnel mines in front of the trenches to help prevent these enemies from getting close to your tanks or to the highway.

TIP

Look for enemy tanks that are damaged, but not destroyed. Then, send a soldier with a repair kit to fix it. Use tank crews from your destroyed tanks to turn captured ones against the Germans.

Bonus Missions

Mission 3: Encirclement

Video is restricted

Initial Force: 2 x T34/85 Medium Tanks, 1 x SU-85 Tank Destroyer, 1 x SdKfz 251/1 Half-track, 1 x GAZ-67B Car, 1 x 76mm Field Gun, 1 x Sniper, 1 x Machine Gunner, 3 x SMG Soldiers, 5 x Riflemen, 1 x Officer

Objectives:

- Recon the bridge area situation and determine the number of enemies
- Eliminate the bridge guards and capture the reinforced positions in front of the bridge
- Secure the bridge and defeat all German attempts to break the encirclement

Summary

There are three parts to this mission. The first is to recon the bridge. Send your scout car through the woods and across the river at the ford. Then, move a single soldier towards the bridge until he has completed the recon.

Send a tank across the ford to clear the other side of the river, and position your tank destroyer near the ford so that it can destroy the sole German tank in the village.

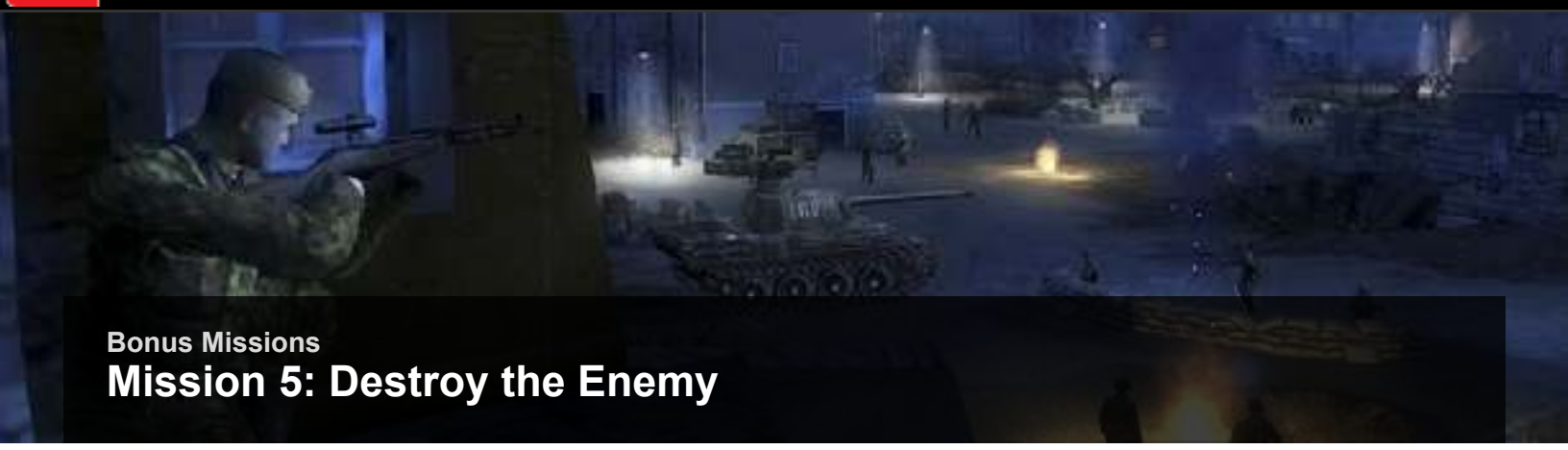
Then, move the remainder of your force through the village from the south, clearing it of enemies as you go.

After the bridge is secure, quickly move all of your units to the southern side of the bridge. Several waves of German armor and infantry will approach to attack.

Keep your tanks safe, and target the sides of enemy tanks where their armor is weaker. Destroy all German tanks to complete the mission.

TIP

The half-track contains a repair kit. You can get more repair kits from the German half-tracks you destroy. Use these to fix your tanks, or better yet, to fix an enemy tank to use against the Germans.



Bonus Missions

Mission 5: Destroy the Enemy

Video is restricted

Initial Force: 2 x IS-1 Heavy Tanks, 1 x ISU-152 Heavy Self-propelled Gun, 1 x Supply Truck

Objectives:

- Destroy all enemies in this area
- Destroy the enemy armored train
- Destroy the ammunition train
- Destroy the group of armor

Summary

Your force of three tanks is ordered to attack a German-held port facility and eliminate all of the enemies in the area, as well as two railroad trains. Start off by moving forward a bit and attacking the anti-tank gun and tanks covering the southern side of the port.

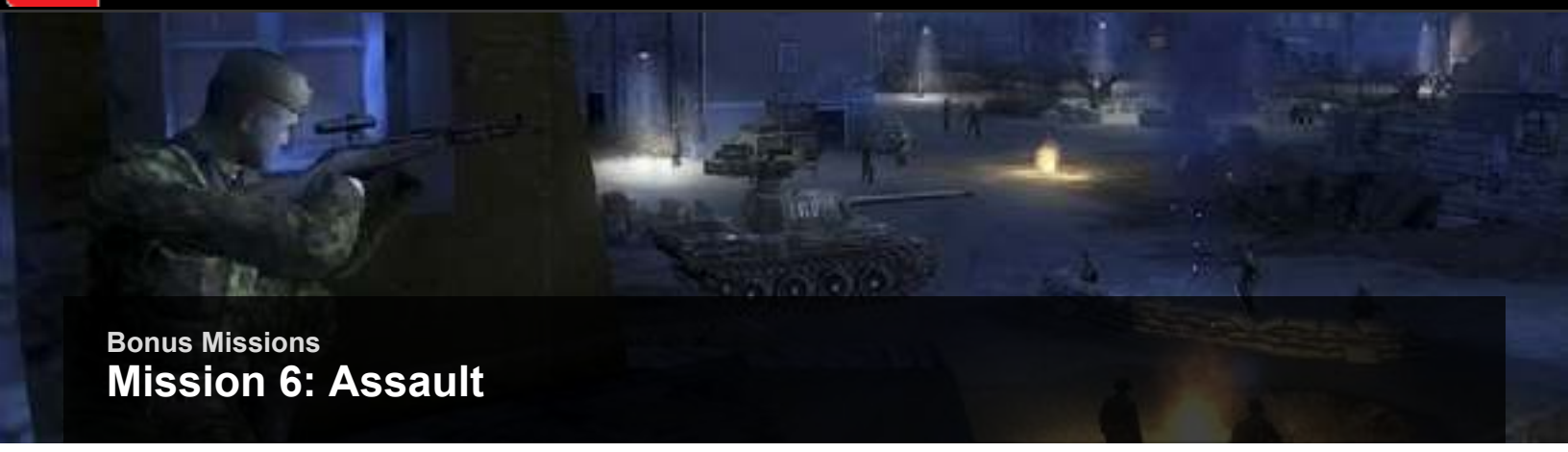
Move around the outside of the port while firing at the enemy tanks and infantry inside. Check the map to locate hidden infantry and anti-tank guns waiting to ambush you.

As you move into the middle of the port facility, destroy both the armored train on the right side and the ammunition train located at the far north end near a warehouse.

Watch out for the arrival of a column of German tanks. Keep your tanks together and load armor piercing rounds to quickly destroy the enemy tanks before you lose your own. Then, clear the port facility of all remaining enemies to complete the mission.

TIP

The supply truck contains not only a repair kit, but also ammo for your tanks and SPG. Send one of the crew from the SPG to drive the supply truck over and load all of the 152 mm ammo into the SPG. Then, leave the truck behind until you need it later.



Bonus Missions

Mission 6: Assault

Video is restricted

Initial Force: 24 Special Ops soldiers divided into three squads. Each squad contains a Sniper, Machine Gunner, and Flame Thrower.

Objectives:

- Kill all enemies in this block of houses
- Destroy all German support points
- Move to the rear of the German defenses and destroy their personnel and firing positions
- Destroy the tanks at the firing positions and clear the buildings

Summary

Start off by silencing the machine gun positioned on the left flank. Clear the left side of the map. Then, take out the enemies occupying the buildings along the street.

Use anti-tank grenades or panzerfausts to punch holes in the walls of buildings, or have snipers fire through the windows to kill the soldiers inside.

TIP

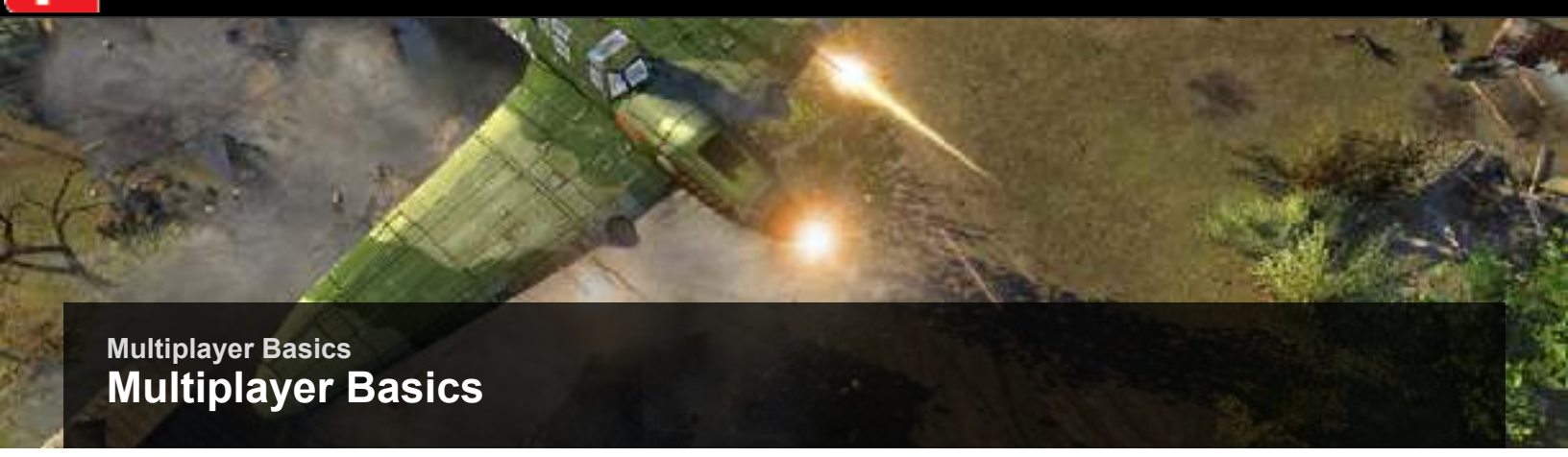
If you are having trouble clearing out a building, use a flamethrower to set fire to it. Then, back off and wait for the fire to kill all of the enemies inside.

After the street is cleared, advance farther into the city block. Silence anti-tank guns, machine guns, and mortars in addition to clearing out buildings as you advance. Avoid leaving enemies at your back.

Finally, use anti-tank grenades or panzerfausts to destroy the two dug-in Panther tanks at the far end of the block. Mop up any remaining enemies to complete the mission.

TIP

Your troops will run out of ammo quickly with all of the fighting. Keep an eye on them and search dead enemies and allies alike for more ammo and weapons.



Multiplayer Basics

Multiplayer Game Types

Defeating the enemy in campaigns is great, but sometimes you want to take the battle to other players. You can do so on the internet or via a LAN.

Men of War: Condemned Heroes allows players to take command of either the Soviet or the German forces. It also offers two different types of multiplayer games—Capture the Flag or Victory Flag.

In Capture the Flag, each side vies for control of three different control points. Players earn points for each second they maintain control of the points, as well as for destroying enemy units. The first side that gets to the required number of points is the winner.

Victory Flag is a bit different. There is only one control point. The first team to capture the point is the winner. However, capturing this point takes a much longer time than the points in Capture the Flag.

If neither side can capture the point, then the team with the highest score from destroying enemy units is the winner.

Getting Started

After selecting a map and a faction, the game begins. Players do not have any units at the beginning. Instead, they have a number of points with which they can purchase units.

At the start, you have access to basic units. Other units are locked for a period of time—the more powerful units are locked for several minutes.

Each unit also has a number of command points. Command points limit the size of your force. You cannot bring more units into the game if the new units' command points will put you over your limit.

Instead, you have to wait until you lose some of your current units and their command points are deducted from your current total before you can deploy more units.

TIP

The number of purchase points you get is determined during the setup for the game. Once you spend those points, you do not get any more. Be careful with your units; you have a limited number of points for reinforcements.

During Capture the Flag games, as soon as you deploy your units you can send them on their way. In Victory Flag games, however, there is a short period of preparation time before the game actually starts.

This is when you should purchase all your units and organize them into groups. You can also order soldiers to climb aboard vehicles so that as soon as the game actually starts they can roll out towards the control point.

Multiplayer Basics

Playing as the Soviets

The Soviets have an initial advantage right at the start of the game. You have access to a medium tank—the T-34/76. Be sure to get it and send it to help secure a command point.

Follow the Soviet tradition of loading infantry onto the outside of the tank and sending the combined units to rush to capture and hold a command point.

The BT-7a light tank and BA-11 armored car are also great vehicles to pick right at the start. The light tank is great against infantry, while the armored car can deal with the initial threat of German light vehicles.

TIP

Machine gunners come as individuals. Purchase one and group it with riflemen to form a squad with some additional firepower.

While you are sending your infantry and initial vehicles towards the control points, start deploying some anti-tank guns and a mortar.

Then, move them to positions at a distance from the control points so that they are safe from enemy fire, but able to engage German infantry and vehicles that try to take the command points from you.

They key to Soviet success is to get to the control points as quickly as possible and capture them (Capture the Flag) or at least get a presence there for defense (Victory Flag).

While there is rarely cover in the control point radius, leave only a couple soldiers there to capture it while the rest of your force takes cover nearby and gets ready to engage enemy units headed your way.

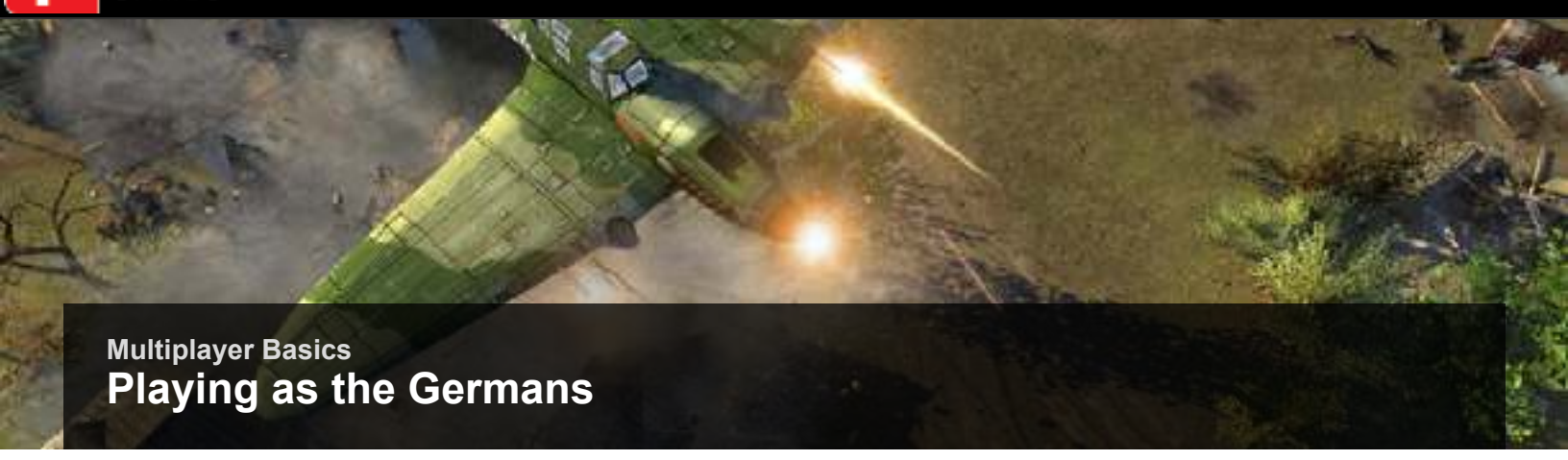
As the game progresses, get more tanks into the battle. Save some points for a heavy tank later in the game, but try to dominate the battlefield with medium tanks supported by anti-tank guns.

The challenge for the Soviets is to last to the end of the game.

You can deploy a lot of tanks in the first part of the mission, but it is easy to spend all of your points and then have none to replace your losses while the Germans become more powerful as the game advances.

Save points for anti-tank guns and position them on the flanks of the map so you can hit the German armor from the sides where their armor is weaker.

Also consider placing anti-tank mines and combat engineers along roads and areas where German tanks are most likely to drive through.



Multiplayer Basics

Playing as the Germans

The Germans have a tougher time at the start of a game, but they become more powerful as it progresses. This is because they only have access to light vehicles at the start.

They must wait a few minutes before they can get medium tanks that are on par with the initial Soviet armor.

Later on, the Germans can purchase some very powerful units and dominate the battlefield—if they can prevent the Soviets from winning before then, that is.

An officer is a good unit to select as soon as you can so you can use his binoculars to see what the Soviets have.

Since the Germans can't rush in at the start to grab the control points unless they want to be wiped out, take a more careful approach to the battles.

Send some infantry close enough to the control points to act as scouts. Then, get some anti-tank guns and place them at the edge of their maximum range.

This allows you to fire at Soviet infantry in the control area, and to engage any enemy armor that tries to move into range to fire on your guns.

TIP

Get a rifle or SMG squad and then divide the soldiers into individuals. Make sure they are set to Return Fire mode so that they don't start shooting before they are attacked.

Then, send them around the map to scouts out what the enemy has and where they are located.

The key to the German strategy for victory is to know what the Soviets are doing without revealing your own movements. Send out some units as scouts to locate enemy anti-tank guns and vehicles.

Then, position your anti-tank guns to destroy enemy vehicles, and send squads after enemy guns. If possible, get some infantry down by the Soviet spawn area so you can see what they bring into the battle as soon as they appear on the map.

During the Victory Flag missions, you need to make sure the Soviets don't capture the point. Use mortars and guns to kill any infantry in the control area so that they can't capture it.

A sniper can also come in handy for this job. Keep anti-tank guns at the flanks to fire on Soviet tanks that come after your units.

By destroying as many enemy units as you can from long range, you can try to force the Soviets to spend all of their points on weaker units while you hold out until your more powerful units become available.

Save up for thickly armored Panther and Tiger tanks. These are hard to defeat, but unfortunately you have to wait several minutes before you can deploy them.

Use these tanks to wipe out the enemies your scouting infantry has located and to clear the way so your infantry can capture the control points.

As your force is getting stronger, the enemy force should be getting weaker through attrition.

TIP

Keep infantry near your tanks to help protect them against Soviet infantry. A single soldier with an anti-tank grenade can take out even your most powerful tanks.

Multiplayer Maps

Road Map

Video is restricted

Summary

The Road map, which is available for Victory Flag games, has a stream running across the middle of the map between the two teams. There is a road with a bridge that crosses over the stream. The control point is centered on the bridge, and there is not a lot of cover nearby.

TIP

Keep your guns and tanks away from the bridge and use long-range fire to attack any enemy units that try to take control of the point.

Multiplayer Maps

Station Map

Video is restricted

Summary

The teams begin on opposite sides of a raised railroad track that runs down the middle of the Station map. The control point for the Victory Flag game is in the center where a road crosses the railroad track. There are small buildings along both sides of the track, as well as a train station. You can use these for cover.

TIP

Place guns on the tracks at the edges of the map so that they have a clear view of the control point.

Multiplayer Maps

Town Map

Video is restricted

Summary

The Town map is available for Victory Flag games. The control point is located in the center of the map and is surrounded by buildings. This means that you need to have a strong infantry presence in order to take control of the point. Tanks should be careful when approaching the control point since enemy infantry can easily sneak up with anti-tank weapons.

TIP

Mortars and artillery can come in handy during this mission since they can fire over buildings and hit enemies on the other side.